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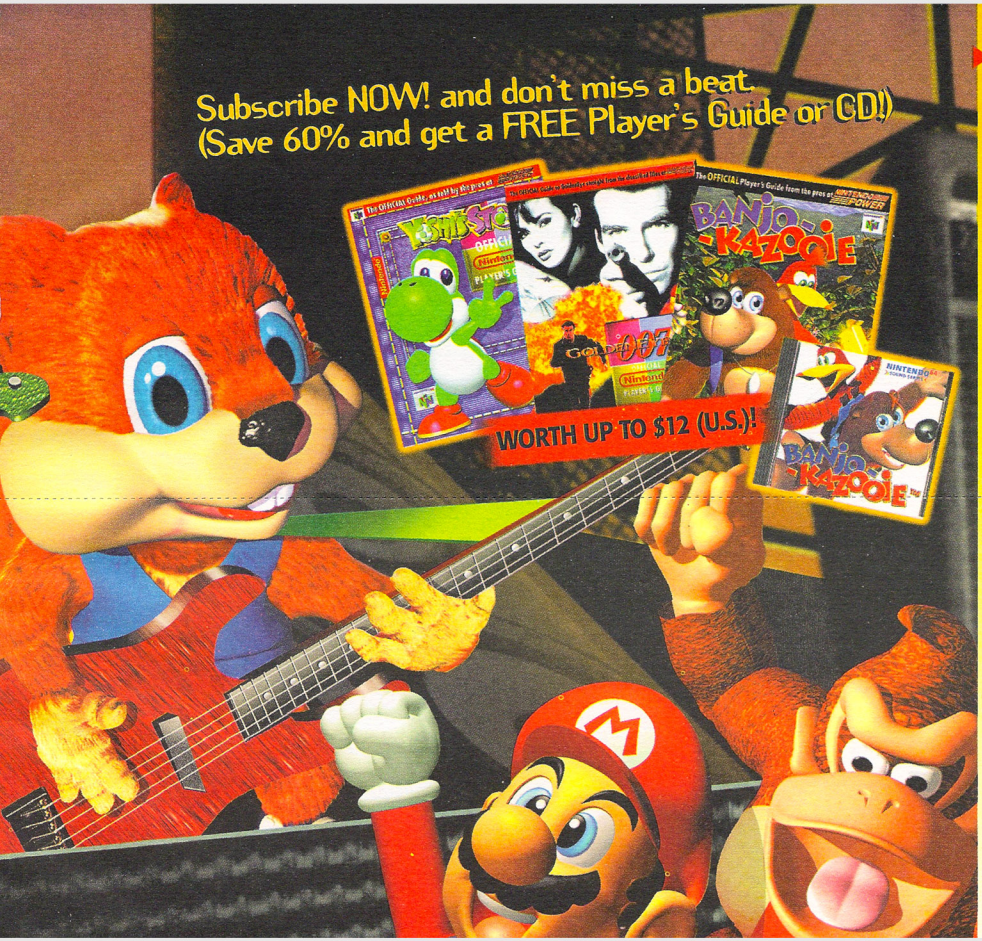

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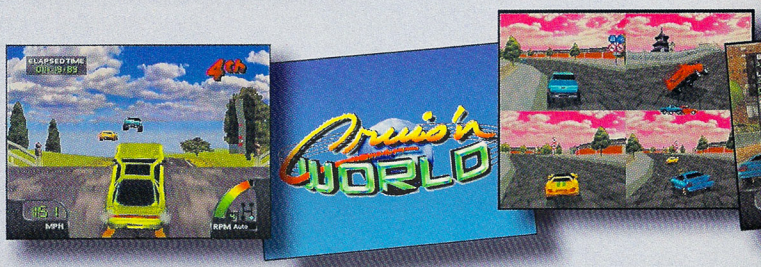

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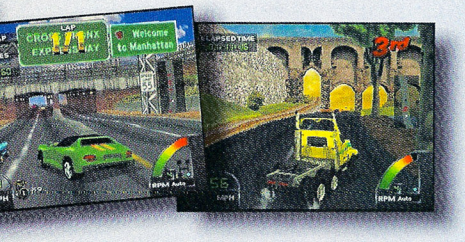

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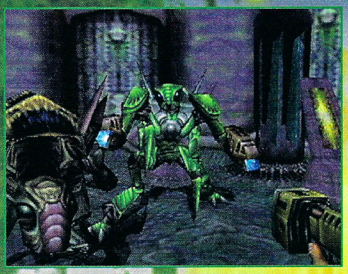

Prepare to meet and defeat Dinosoids of a higher order and settle the score with some familiar foes in Turok's latest mission. Just when you thought it was safe to go back into the jungle, Iguana proves it's more dangerous than ever. Lock and load, and blast your way through our coverage of the first three stages.

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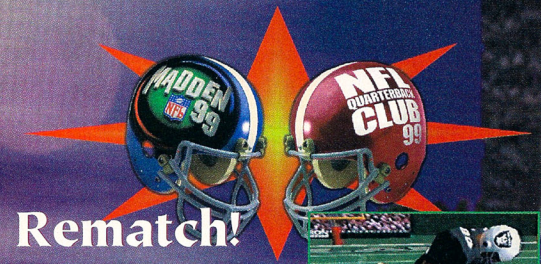

Rematch!

The time has come again for us to give you an exclusive, head-to-head comparison of two of the season's heavyweight football titles—Madden NFL '99 from EA Sports and Acclaim's NFL Quarterback Club '99. How will they stack up against each other? Tackle our highlights of each one and decide for yourself.

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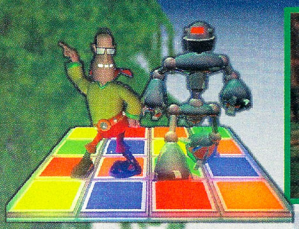
Space Station Silicon Valley

A pig in a blanket? A wolf in a sheep's fluffy, white clothing? Try a robotic computer chip in farm animals' bodies! The space station's fate lies squarely in your paws and claws as you take control of multiple animals and graze your way through more than 40 levels. Beam up our tips for saving the space station from its impending demise.



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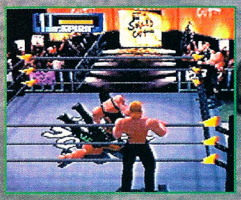
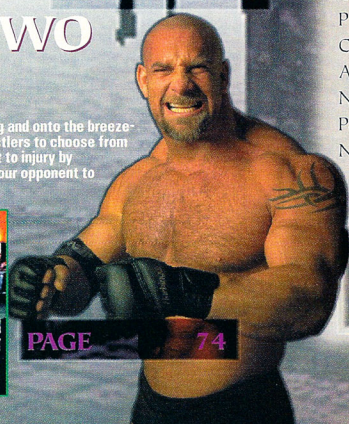
WCW/NWO Revenge

THQ takes wrestling beyond the ring and onto the breezeway. This bruiser serves up 60 wrestlers to choose from and a ton of new options. Add insult to injury by throwing items from the crowd at your opponent to become lord of the ring.





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PLAYER'S PULSE

It's Halloween, and while you're expecting to score some tasty candy, every so often you'll knock on a door and end up with a box of raisins or stale jellybeans. What's the raisin in your bag this season? Is it a trouble spot in a game or disappointing trend? Treat us to your thoughts.

Super Mario RPG 2

Having read the letters in Volume 111 criticizing the graphics of Super Mario RPG 2, I had to write in to disagree. SMRPG2 looks like it'll be one of the N64's best games in terms of art. It's refreshing to see a game with style again (resist the urge to render, Nintendo!). My biggest problem with the excellent Super Mario RPG was its graphics, and I know you can do better, especially if you keep SMRPG2 on the track it's headed. The Mushroom Kingdom is a whimsical place that's supposed to be better than reality, so don't make it look like real life! That would be a conflict between style and subject.

Shane McIntire
Via the Internet

Sherika White • Virginia Beach, Virginia

There's a reason why the original Super Mario RPG is second only to The Legend of Zelda: A Link to the Past, and it's that you got the game right the first time you made it! I know the graphics of Super Mario RPG 2 aren't complete, but the look could be a big mistake. If you use the same graphics and playing style from the first game, plus the N64's amazing capabilities to make the game bigger, you'll really have a winner. Ditch the 2-D in a 3-D world idea, but please don't make the game fully 3-D like Quest 64. Quest shows how stopping to fight enemies in a fully 3-D environment can be disorienting. I hope you consider my ideas, or you might ruin what could be a masterpiece.

Ian Helm
Via the Internet

I don't like it when a sequel to a great game such as Super Mario RPG gets changed to 2-D. I think SMRPG2 should look like the original. It shouldn't look like Yoshi's Story for the N64.

Thomas Maluck
Via the Internet

I don't see what the problem is with having 2-D characters in a 3-D world. That style of graphics is fitting for Super Mario RPG 2. Plus, you can have a bigger game with 2-D sprites as opposed to 3-D polygons. Other games have used the style and have succeeded–just look at Killer Instinct Gold.

Steve Commisso
Phoenix, AZ

Imagine seeing Mario in full, lush 3-D, like Super Mario 64. The camera pans around him to expose a 3-D world, where people are walking around a little hut and a castle sits in the distance. Then a Goomba jumps out from behind a bush! The camera changes to 3/4 view like a battle scene out of Super Mario RPG for the Super NES. Mario shoots a fireball that explodes like a blast from Turok's Fusion Cannon. The Goomba is gone. Then the perspective changes back to a 3-D view like SM64, as Mario continues walking to see what else lurks in this vast 3-D world. This is how Super Mario RPG 2 should be.

Nathan Draluck
Via the Internet

Francisco Salazar • Planada, California

A Colorific Fix

My friend and I were arguing over whether or not the new Game Boy Color games will work on the regular Game Boys. Please let us know if we will have to buy Game Boy Color in order to play any of the newer games.

Greg Bliss
Durham, NC

All Game Boy Game Paks will be compatible with any Game Boy, so you'll be able to play new Game Boy Color games like Top Gear Pocket on the original Game Boy. Of course, the game will appear in monochrome rather than in color.

Gary Hanna • Williamstown, New Jersey

Keep Your Hands to Yourself

I am writing in response to all the whiners and complainers who are having a hissy fit because Link was shown holding his sword in his right hand. It's not like it

Background Art: Anthony Acevedo • Sterling, Virginia

Laura Diehl • Grottoes, Virginia

completely changes The Legend of Zelda series. From what I've seen, The Legend of Zelda: Ocarina of Time is going to be the best N64 game regardless of which hand Link's sword is in. Would game play differ if Mario wore his cap backward, or James Bond wore a clown suit?

Ricky Goltz
Peoria, AZ

No, except for 007's case, since it's mighty hard to be a stealthy spy in a pair of floppy shoes and a squeaky, red nose while leaving behind a trail of confetti and balloon animals. And for the record, Link is a lefty. The picture showing him with his sword in his right hand was reversed.

Odds and Ends

The stature of Oddjob in GoldenEye 007's Multiplayer Mode has been bothering me. In the movie *Goldfinger*, Oddjob is not as short as he appears in the game. Other than his height, everything about him in the movie matches the video game. His height does match that of Nick Nack, Scaramanga's miniature servant in the movie *The Man with the Golden Gun*. Is this a mixup, or did they make Oddjob shorter for a reason?

Matt Riggs
North Haven, CT

The game needed a short character who'd be the polar opposite of Jaws. Honestly, wouldn't you rather play as a compact version of Oddjob than as Tattoo from Fantasy Island?

Questioning Quest 64

I've realized it takes three things to make an RPG great.

1. The game must have a rich history that leads up to the conflict (as in Final Fantasy II and Super Mario RPG).

2. There must be strong characters who tie in directly to the game's plot (as in Chrono Trigger and Lufia) and are not there just for the ride.

3. The reason the characters embark on the journey should lead to another, larger event (like Final Fantasy III's quest to save Terra turns into saving the world). It shouldn't center around a single event like in Quest.

Ryan Wemmer
Via the Internet

Beau Tremblay • Chester, New Hampshire

In Volume 111, Kyle LaMere stated, "Quest 64 is the best thing to hit the N64 since Mario." I have to disagree, because in Quest 64, getting items is easy since everything is free, your MP meter restores after every battle, and the game is just a beginner's RPG. He should instead play The Secret of Mana, Final Fantasy 2 and Final Fantasy 3 for the Super NES.

Mike Wheeler
Via the Internet

I agree with Kyle LaMere. Why did you all give Quest 64 such a bad rating? The fighting system is new, and it's great. If you want a solid game that has lots of RPG action and supplies lots of fun in front of the tube, then Quest 64 is for you.

Daniel Wetteroth
Via the Internet

Uncharted Territory

I was looking through your

David Ormshee • Springfield, Oregon

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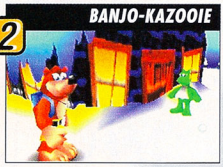
POWER CHARTS

No matter how much Beak Busting and egg-firing they do, Banjo and Kazooie can't seem to budge James Bond from his number-one throne. Maybe it'll take a Hook Shot or a little swordplay to dethrone 007. Expect some shaking and stirring soon with the release of Zelda just around the corner.

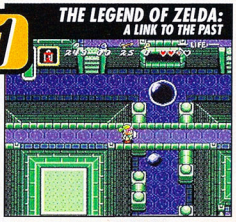
NINTENDO 64 TOP 10

Mission: Impossible debuts on the charts this month, but GoldenEye 007 is still the top spy game for the N64. Banjo-Kazooie is the top bear and bird game, and WCW vs. NWO is the top big, sweaty beat-'em-up game.

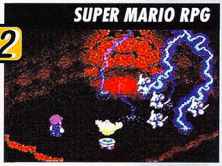


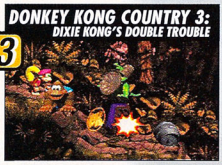
	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	GOLDENEYE 007	NINTENDO	1	22
2	BANJO-KAZOOIE	NINTENDO	2	3
3	WCW VS. NWO: WORLD TOUR	THQ	6	9
4	1080° SNOWBOARDING	NINTENDO	5	5
5	MORTAL KOMBAT 4	MIDWAY	10	3
6	SUPER MARIO 64	NINTENDO	3	25
7	STAR FOX 64	NINTENDO	4	17
8	MISSION: IMPOSSIBLE	OCEAN	—	1
9	DIDDY KONG RACING	RARE	8	11
10	MARIO KART 64	NINTENDO	—	22

SUPER NES TOP 10



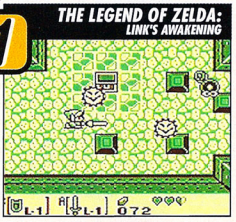
There's zero movement on the Super NES charts, but that's not to say that the games don't move the gamers. Surely the N64 updates of Zelda and SMRPG will move them even more.



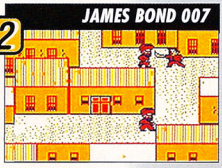


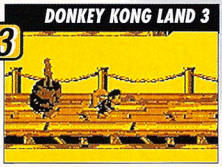
	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	1	80
2	SUPER MARIO RPG	NINTENDO	2	30
3	DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE	NINTENDO	3	24
4	FINAL FANTASY III	SQUARE	4	46
5	DONKEY KONG COUNTRY	NINTENDO	5	48
6	DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	NINTENDO	6	42
7	CHRONO TRIGGER	SQUARE	7	39
8	SUPER MARIO KART	NINTENDO	8	66
9	FINAL FANTASY II	SQUARE	9	71
10	SUPER MARIO WORLD 2: YOSHI'S ISLAND	NINTENDO	10	36

GAME BOY TOP 5



Zelda holds strong at number one, while another classic, Final Fantasy III, makes a reappearance. Sunsoft's rerelease of Square's Final Fantasy III returns to the Game Boy chart at number five.





	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	66
2	JAMES BOND 007	NINTENDO	2	7
3	DONKEY KONG LAND 3	NINTENDO	3	11
4	SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	4	70
5	FINAL FANTASY LEGEND III	SUNSOFT	—	58

MOST WANTED

1. THE LEGEND OF ZELDA: OCARINA OF TIME (N64)
2. NINTENDO 64 DISK DRIVE
3. TUROK 2: SEEDS OF EVIL (N64)
4. BANJO-KAZOOIE (N64)
5. POKéMON (GAME BOY)
6. SUPER MARIO 64 2 (N64)
7. WWF: WAR ZONE (N64)
8. GAME BOY COLOR
9. WCW/NWO REVENGE (N64)
10. GOLDENEYE 007 (N64)

August issue where I noticed that GoldenEye 007 had been on the chart for 20 months. Not remembering GoldenEye being that old, I checked back in the January '97 issue and saw the game was on the charts at number eight. This was one month before the game was even previewed, and many months before the game's release in August later that year. Please shed some light on this subject.

Zane Davis
Via the Internet

Back in January '97, unreleased games were eligible for the Power Charts as long as they earned enough votes. Backed by a tidal wave of hype, GoldenEye 007 racked up enough votes to land it in the charts months before its release. Things have changed since then, and, unreleased games are now eligible only for the Most Wanted charts.

Robotech Check

In your July and August issues you stated that Robotech was licensed by FASA. Robotech, in fact, is licensed by Harmony Gold USA. FASA is the owner of Battletech, which has some similar aspects to Robotech.

Drew Hill
Via the Internet

Good catch. We apologize to FASA and Harmony Gold USA for mixing up the two games.

Overruled!

What if you made an N64 game based on the TV show "Judge Judy?" You'd get to judge people who want to sue each other. Then, if they get mad at you, you can yell at them and tell them to be quiet. That would be awesome.

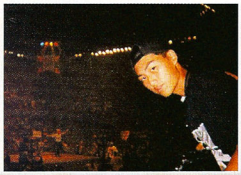
David Frohlich
Via the Internet

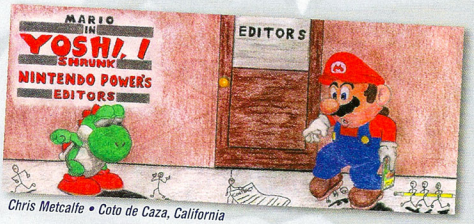
It sounds like someone needs to be pounded with a gavel. That would be awesome.

Bash at the Beach

THQ's WCW Vs. NWO: World Tour gives gamers ringside seats to wrestling mayhem. Teaming up with Nintendo Power, THQ helped take a couple of lucky gamers even closer to the action. Henry Ong, winner of the Volume 103 Player's Poll Contest, won a trip for himself and his friend, Steve Iiguchi, to witness the spectacle known as the WCW/NWO Bash at the Beach. But it wasn't your normal pay-per-view event, mind you. Adding to the intensity of the already fired-up wrestling fans was the ragtag teamup of Dennis Rodman and Hollywood Hogan pitted against DDP and The Mailman. Henry and Steve witnessed the rasslin' melee from prime seats, and as an added bonus, the pair got to attend THQ's pre-event party, where they previewed the company's wrestling follow-up, WCW/NWO Revenge.

"Should I toss a few folding chairs and baseball bats to the wrestlers, just like in THQ's video game?" Peering over the WCW/NWO ring, Henry Ong ponders the possibilities.





Chris Metcalfe • Coto de Caza, California

WRITE AWAY RIGHT AWAY!

Pokémon, the game and TV series, is in full swing now. Send us your feedback to let us know if you think it's a hit or miss. And if you've gotta catch 'em all, flip to our Pokémon Power insert to find our monthly tips on critter maintenance.

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As the evil Primagen threatens the universe, only Turok stands in his way. From Acclaim and Iguana Entertainment, comes the action title of the year. The greatest adventure of Turok has begun.

The six vast worlds of Turok 2 include rich, interactive backgrounds and an assortment of fiendishly cool mutants, monsters, aliens and bionosaurs.

Incredible lighting effects are combined with detailed textures, dazzling fire and explosions and some of the best animation of any game to date.

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TUROK™

Power begins its coverage of Acclaim's incredible Turok 2: Seeds of Evil with a playable alpha version and exclusive information from Iguana. The outlines will get you started on the adventure of a lifetime, but be forewarned! Turok 2 is the most powerful game of its kind, and it may not be suitable for young players or people with an aversion to Lost World carnage. We expect it to be rated Mature. If you think you're gamer enough to take the heat, proceed with this review at your own risk!

Transcending Turok

The alluring alien, Adon, instructs Turok on his mission objectives for each of the six worlds in the game.

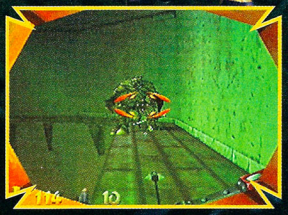
ADON AND THE TALISMANS

At the beginning of each mission, Adon will reveal secret instructions from the Lazarus Concordance, a group of wise beings who seek to keep the Primagen locked away in the Lost World. As the Primagen's servants search for the six energy totems, they also wage a terrible war. In each world, Turok must complete several mission objectives, including the discovery of the powerful talismans—objects that serve as keys to open up hidden areas in other worlds.

EAGLE-EYED TUROK

The new sniper sights on several of Turok's weapons look cool, but they're practical, as well. When you lock on to targets with some powerful weapons, the shot will "home" on to the enemy. In the case of the Tek Bow, arrows will fly straight to the target when you fire from the zoomed-in position. The Plasma Rifle also uses a limited zoom sight.

The Plasma Rifle has a limited zoom function. Press the Control Pad to activate it and you'll see a green targeting sight.



With the zoom activated for the Tek Bow, you'll be able to use this incredibly powerful weapon with greater accuracy.

The Flame Thrower uses realistic particle animation to create a stream of fire. Some enemies will actually catch on fire.

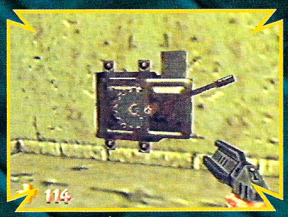
The Firestorm Cannon lays down a spread of explosive shots powerful enough to defeat most regular enemies.

ARSENAL UPGRADES

Turok has always benefitted from having access to the most incredible weapons in the universe, and in Turok 2, the arsenal gets even better. The coolest new weapons include the Shredder, with its ricocheting shots, and the Cerebral Bore, which homes in on an enemy's skull and drills inside. Turok's arsenal includes 20 weapons, most of them new or improved.

PASSAGES

Getting around in Turok 2 will require more than a quick gun and sharp eye. In many instances, Turok may come to a dead end. Lever switches are one possible answer. If you see one, flip it. It may open a passage. In some cases, there are other ways to forge ahead, such as barrels full of explosives. One shot will ignite the barrels and blow a hole through the nearby wall, revealing a passage beyond. The trick is to explore every possibility.



In addition to opening doors, some levers may activate other types of machinery, like the signal flares in the Port of Adia.

Not all barrels conceal hidden entrances, but enough do to make it worth your while to blow them all up.

The Lost Lands

Several tools will help you navigate through the six hostile realms of the Lost World. The game map is the most useful aid, just as it was in the first Turok adventure, but when you wander into dark corners the Flashlight will light up Turok's path. The Flare Gun also sheds light on the scene. The flame thrower serves dual duty as a weapon and fire starter that can ignite enemies and objects.

The Flashlight directs light forward in the direction Turok is facing, but the beam is not as powerful as the flares.

The Flame Thrower can ignite piles of wood or kindling as easily as enemies, and it boasts the best flame animation in any video game.

Enemies also show intelligence in how they stalk Turok or hide from him. They can even hear him coming and take cover.

Flinching is impressive, but what really gets the blood pumping is when you blow an arm, leg, claw or pincer clean off an enemy.

DON'T FLINCH

Every enemy has multiple flinch zones for hit detection. If you shoot a Purr-linn in the arm, the arm will flinch back from the impact and the creature may grab at the wounded limb. Some enemies also have armor and high damage areas. If you hit the armor, no damage will occur, but if you hit them in an uncovered part of the head, one hit can defeat them. Hits to non-vital parts score less damage.

Turok Travels

The way in which Turok moves remains largely unchanged from the first game. Climbing, crawling, and swimming all occur automatically in the proper locations. But what about the impossible jumps required of Turok in his first outing? The Turok 2 team fixed it by making jump platforms much larger. You still have the thrill of leaping over chasms, but it's a lot easier to make the jump.

SWIMMING

Using either the Talon or Torpedo, Turok is one dangerous dude under the water. Swimming is automatic in deep water.

CLIMBING

Turok reaches the heights by scrambling up ladders, vines and some stone walls. It's automatic in the right location.

SCANNING

Turok's full range of vision allows you to look almost straight up or down and all around in 360 degrees.

Multiplayer

One of the most anticipated additions to Turok 2 is the inclusion of multiplayer modes. Our current alpha version includes both Frag Tag and Blood Lust and about ten multiplayer arenas. Iguana promises that the number of one-to four-player arenas will end up at about eighteen-all of them designed especially for multiplayer matches.

FRAG TAG

One player is unarmed and marked as It. The others have to track down the screaming It player before It reaches a safe goal.

BLOOD LUST

Traditional multiplayer matches allow players to choose between eight Turok 2 characters, including two Turoks styles.

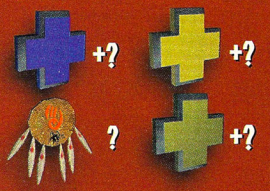
The Worlds of Turok 2

LIFE FORCE

Life Force items help build up extra lives. A secret code will turn them into the head of Power contest winner, Juan Gaspar.

HEALTH POINTS

Health tokens heal Turok's injuries in various amounts. You can even gain extra health as a sort of cushion.



TALISMAN STONES

The stones with mysterious symbols carved on their faces are the talisman stones. If you find the corresponding talisman, you'll be able to open the way to new areas. In our Lost World diagram, you'll find the locations of each talisman as well as other vital information.

BREATH OF LIFE

EYE OF TRUTH

LEAP OF FAITH

FIRE-WALKER

WHISPERS

Level 1: Port of Adia

Once a peaceful village, flames now fill the streets of Adia when Turok arrives to protect the energy totem from the agents sent by the Primagen. Those agents belong to the evil race of Dinosoids, who have subjected the port city to terror and destruction beyond the call of their master, for they secretly hope to destroy humanity. In addition to his main objective, Turok must warn Adia's allies by activating three beacons, save as many of Adia's children as possible, and activate the warp portals in order to access the part of the key that opens the Primagen's command center.

You won't have many chances to practice shooting with the bow, so take the opportunity here and collect all the arrows you shoot before moving on.

WEAPONS & ENEMIES

You'll begin your adventure armed only with the Talon and Bow, but a Pistol isn't far away. The best weapons in the first world are the Tek Bow and the Shotgun. Dinosoids are aggressive and show intelligence. Don't get too close or you'll get mauled.

BOW MAX: 20

Your trusty Bow is always at hand. Remember to pick up spent arrows.

PISTOL MAX: 50

The Pistol is best at short range and aimed at vulnerable points.

TALON MAX: NA

Instead of the knife, you have the more powerful Talon at all times.

FLARE MAX: NA

Shoot a flare at a wall to illuminate the area for a limited period.

TEK BOW MAX: 10

With the zoom feature, the Tek Bow is an awesome weapon.

SPEAR GUN MAX: 12

The Spear Gun is useful only when Turok is submerged.

SHOTGUN MAX: 20

The Shotgun packs a lot of punch at short range or in a crowd.

RAPTOIDS

Raptoids may not have weapons, but they don't need anything more than their claws.

ENDTRAILS

The next evolutionary step up for Dinosoids are the Endtrails. They are armed and bad news.

OTHER ENEMIES

DIMORPHODONS
COMPYS
DEATH GUARDS
LORDS OF FLESH

The rest of the cast of villains includes truly dinosaurian creatures like the little Compys and much bigger monsters like the Death Guards.

SENTINELS

Another seasoned vet from Turok: Dinosaur Hunter, the Sentinels have new animation and attack AI.

Level 3: The Death Marshes

Welcome to the home of the mighty Purr-Linn. The Primagen has entrusted these powerful but rather dim creatures with a limited arsenal that can cause trouble for Turok. And somewhere within the murky Death Marshes is the energy totem that Turok must protect. In addition to that, you must save five prisoners who are being held for sacrifice to the Primagen, obtain explosive charges, destroy three ammo depots, and activate the warps. It's a lot to ask from a puny, weakling human. The Purr-Linn have never thought much of humans, and so it has been to their dismay that they have seen humanity rule the earth. Perhaps if they trust the Primagen they will reign. Or perhaps not.

WEAPONS & ENEMIES

SHREDDER MAX: 50

Bank a shot off a wall to hit enemies around corners with the Shredder.

PLASMA RIFLE MAX: 150

The Plasma Rifle has a limited zoom system for targeting shots.

Level 2: Slaughter by the River of Souls

Nothing that drinks from the waters of the River of Souls could survive until the Lazarus Concordance erected one of the energy totems on its banks. When it was discovered that the totem purified the water, the great city of Araissi was built on the site, but now the Dinosoid army has come with its campaign of terror. Turok must close all of the newly opened Soul Gates to keep the undead from pouring into the city. Then he must defeat the Sisters of Despair–three witches from the Deadside. As always, he must activate the warps and locate and defend the energy totem.

WARBLADE MAX: NA

The Warblade has more slashing power than the Talon, and you'll never run out of ammo.

MAGNUM PISTOL MAX: 20

At close range, you could stop a train with one of these pistols.

TRANQUILIZER MAX: 50

The Tranquilizer Gun will put enemies to sleep in strategic places, such as on door switches.

RAPTOIDS

ENDTRAILS

RAPTORS

The voracious raptors are back, and their teeth and wits are sharper than ever.

WEAPONS & ENEMIES

It isn't easy destroying soulless villains who are already dead, but that is Turok's task in this second world. You will run into some old enemies such as the Leapers, but you'll have better stopping power with the magnum pistol and Warblade.

DEMON WITCH

The Demon Witch levitates and moves constantly. She is a difficult target to hit.

OTHER ENEMIES

DEADMEN
HALVES
LEAPERS
LORDS OF DEAD

These flesheaters and dinosoids are raiding the city. The trick will be to find the Soul Gates and close down the infernal immigration from the Deadside.

Although the Purr-Linn may seem like dupes of the Primagen, and somehow rather sad creatures in spite all of their power, Turok has a job to do, which is made easier with the addition of the Shredder and Plasma Rifle. Both weapons allow you to attack from a greater distance, but you'll have to keep supplied with ammo, and Purr-Linn armor offers fewer vulnerable hit points than on previous enemies.

WAR CLUBS

At the low end of Purr-Linn society are the hammer-fisted War Clubs.

CATAPULTS

These puny Purr-Linn launch rocks with their catapult. Purr-Linn hi-tech!

GUNNERS

Slightly more advanced than Fred Flintstone, gunners operate a rock-shooting gattling gun.

JUGGERNAUTS

These big boys have Ion Swords and helmets protecting ther heads. Try the Tek Bow.

SWAMP WASPS

The Swamp Wasps are more annoying than anything else. Don't waste much ammo on them.

Level 4: The Lair of the Blind Ones

The Blind Ones dwell deep beneath the surface of the Lost World, emerging at night from thermal vents to feed on hapless victims. Turok must venture into this steamy, subterranean realm if he is to save the universe. One mission objective will be for Turok to locate explosive charges, then seal the three thermal vents that the Blind Ones use to enter the upper world. He must also retrieve another piece of the key to the Primagen's command center and activate the warp portals. The task won't be an easy one, for the Blind Ones can smell the blood of an intruder from a great distance, and they'll be sniffing for Turok.

CHARGE DART MAX: 30

The charged dart can paralyze an enemy or turn out the lights.

TORPEDO MAX: 3

The torpedo sled gives you firepower and speed underwater.

SUNFIRE POD MAX: 3

The blazing light of the Sunfire Pod is like poison to the Blind Ones.

CEREBRAL BORE MAX: 10

This weapon "homes" to an enemy's head and bores inside.

WEAPONS & ENEMIES

Some of the coolest weapons are introduced in this level. For fans of gore, nothing beats the Cerebral Bore, except a strong helmet. And the Flame Thrower, with its realistic flames, is a technological marvel.

GRENADE LAUNCHER MAX: 10

One of the best weapons from the first game returns.

FLAME THROWER MAX: 100

Wave this around and you'll take out an entire swarm of foes.

GUARDIANS

Armed with a wicked blade, the Guardians can cut short your mission with one swing.

FIREBORN

These creatures can withstand the heat of lava. Stop them using the Tek Bow.

BIG SPIDERS

Stay clear of the poisonous green ooze that these arachnids shoot at Turok.

SMALL SPIDERS

These small, hopping spiders can be cleaned up using the Flame Thrower or mines.

FLESH WORMS

Flesh Worms surge out of the ground to take a bite out of passersby. They're mainly a nuisance.

CAVE WORM

The huge, gaping maws of the Cave Worms are an easy targets, but don't get within range of their lashing tongues.

SKIMMERS

Skimmers are leaping, biting, disgusting, cave-dwelling little wastes of ammo; the skimmers can be a real headache.

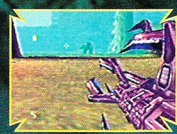
Level 6: The Primagen

The Primagen's Lightship is one of the wonders from the first civilizations to inhabit the universe. A crew of biomechanical droids is thought to maintain the huge vessel, and it is known that power cells of the Lightship are the cause of the toxins that poison the River of Souls. Before confronting the awesome might of the Primagen himself, Turok must locate six ion capacitors and purify the River of Souls. Then he must destroy the automated plants that churn out an endless army of Bio-bots.

WEAPONS & ENEMIES

RAZOR WIND MAX: NA

The spinning Razor Wind returns to your hand like a boomerang.



NUKE (4 PARTS) MAX: 5

The most powerful rifle of all returns to nuke Turok's enemies.

Level 5: The Hive of the Mantids

Aggressive and intelligent, the Mantids have been promised new worlds to infest if they help the Primagen stop Turok. In order to save the earth from the invasion of Mantid soldiers, Turok must destroy three heavily guarded queen embryos and eliminate four force-field generators to gain access to the main computer. After finding four explosive charges, Turok will be able to blow up the main computer and end the threat to earth.

P.F.M. LAYER MAX: 10

If an enemy enters the trigger zone of a mine, it explodes.

FIRESTORM CANNON MAX: 150

The powerful Firestorm Cannon acts like a plasma chain gun.

SCORPION LAUNCHER MAX: 5

Lock on targets, then acquire a new target while firing the first shot.

WEAPONS & ENEMIES

The Mantids come in all sizes, shapes and smarts, but all of them are fearless and without mercy. Their limbs have evolved to serve different functions, and the top Mantids carry powerful weapons. The P.F.M. Layer is useful for wiping out nests and small critters like the mites. The Scorpion Launcher gives you the ability to fire "homing" shots at enemies while sighting on your next target.

DRONES

The drones are lean, green fighting machines, similar to the alien infantry in the first Turok.

MITES

The Mites skitter around on the floor. Look around for a nest from which they emerge, then lob in a grenade.

WORKERS

Workers are another step up the functional ladder of Mantis society, but they still can't take a hit.

SOLDIERS

The Soldiers are the big boys of the Mantid world. Heavily armed and armored, they'll put up a good fight.

The hive is the most alien world in Turok 2, and it contains a mix of organic elements and technology. It's hard to tell what's alive and what's a machine. Doors may be hidden in the circuit-like panels on walls.

The Razor Wind is a powerful weapon, but one that requires practice for aiming. The Nuke is really a weapon of last resort, or one to use when you have time to aim and fire with care. To reach the Primagen, you'll have to possess all of the talismans.

ENEMIES

TROOPERS
BIO-BOTS
ELITE

The crew of the Lightship consists of several powerful enemies who have very specific orders to stop Turok. In addition to the Primagen at the end, you'll find another terrifying boss on board.

Turok 2 Time

When Turok 2 arrives soon, few gamers will be able to resist its combination of incredible graphics, depth of game play, cool weapons and enemies, and great new multiplayer modes. As soon as we have the final version in hand, we'll begin specific strategic coverage of this vast game. At that time, you'll also find a Now Playing entry with evaluation numbers for Turok 2.

extreme-G™

XG2™

PC CD-ROM

EVERYONE E CONTENT RATED BY ESRB

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THE LEGEND OF

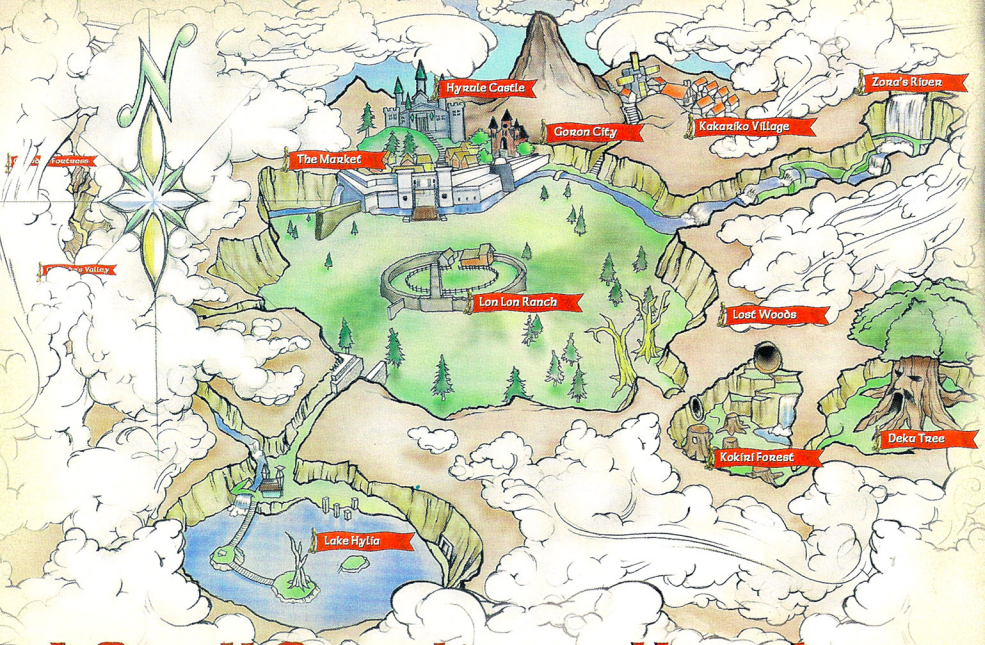
ZELDA®

OCARINA OF TIME™

HISTORY IN THE MAKING

Ocarina of Time will make history—not only in the sense that the groundbreaking epic will redefine gaming, but history in the sense that the game will span years unraveling Link's heroism from childhood to the brink of manhood. The time has come, and finally you will be able to take a brief tour and overview of a few of Zelda's worlds. Be a part of history with this first glimpse at the future of gaming.

Big, big, big. If there is one word to describe The Legend of Zelda: Ocarina of Time, it's "big." The word sums up almost everything about the overwhelming adventure—its impact on the gaming industry, the servings of drama, magic, mystery and action it delivers, the number of hours people will invest in playing and replaying the epic, and the sheer size of the seemingly endless acres of photo-realistic worlds. Ocarina of Time is so huge, in fact, that six pages can cover only a scant fraction of what's in store. This brief sampling of a few of the game's worlds merely hints at Zelda's magnitude, and judging from the fifty-odd screen shots snapped from a yet unfinished, unpolished version of the game, the completed Zelda will be staggering. In a *big* way.



A Small Sampling of Hyrule

Ocarina of Time covers far more ground than this partial map indicates. To count the paces it would take Link to walk from one end of the world to another would be a feat as exhausting as undertaking the journey in real life. Moreover, the worlds are barely half of what you'll see, since they will look considerably different when Link revisits them when he's older.

Kokiri Forest

Hidden in the woods outside Hyrule is the Kokiri Forest, a Never-Never Land where its elfin inhabitants have guardian fairies and never grow old. Only the child known as Link is without a fairy—until a pixie named Navi joins his side. Before meeting her, Link had been suffering from nightmares, and Navi explains that his dreams were not without purpose.

The isolated forest is populated by children who never age. Among them is 10-year-old Link, a much more youthful version of the hero introduced to gamers over a decade ago. Saria is his best friend in the forest, and she'll dispense valuable advice to the naive knave who'll eventually mature into a young man after he leaves the village.

Deku Tree

The almighty Deku Tree presides over the timberlands as the spiritual protector and watcher of the woods. Coinciding with Link's nightmare spells, the Deku Tree is infested by dark forces. Weakened by the creatures that have invaded the dungeons and chambers within its trunk, the tree sends Navi to find the chosen one who has been sensing the aura of evil spreading throughout its branches and across the land.

To gain access to some areas, Link will have to dive, jump, run or climb to activate switches.

Navi the fairy will help Link target enemies, such as the giant spiders creeping within the Deku Tree.

Among the many beasts that have their eyes (or eye) set on Link is the cyclopean parasite, Gohma.

Link's legendary relationship with Zelda begins at age 10 when he sneaks into her castle.

As a child, Link won't be able to reach certain places, so he'll have to rearrange crates to bridge gaps.

Hyrule Castle

Fate will have Link and Zelda crossing paths many more times in the years to come, and in Hyrule Castle, Link meets the young princess for the first time. Sharing the same feelings of dread as Link, Zelda confides in the Kokiri her reservations about her father's alliance with the shady Ganondorf, king of thieves. At the castle, Link also encounters Impa, Zelda's nanny who is from the mystical Sheikah people. Though Zelda fans will remember Impa only as an elderly servant, the Sheikah is younger and tougher in this game,which is set years before any other Zelda game.

In the castle courtyard, Link will have to play cat and mouse with the guards to slip past their watch.

Persistence of Time

After several minutes, day will become night as the Hyrule sky turns from pale blue to hazy pink to pitch black. The element of time plays a key role, not only in terms of years, but days. Adventurers must plan their journeys accordingly or they'll be left in the dark waiting for villagers to awaken or castle bridges to lower.

Lon Lon Ranch

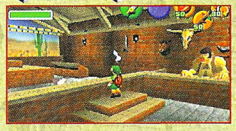
At Lon Lon Ranch works the amiable father-daughter pair of Talon and Malon with their farmhand Ingo, who's best described as disgruntled. As the years go by in the game, Ingo will become a new, but nevertheless bitter, man. Link, too, undergoes change, and as a teenager his size and strength will enable him to become a skilled horseback rider. No longer saddled with the burden of walking, Link can ride his horse to the far reaches of the ever-stretching landscape.

As a young adult, Link can settle a friendly wager in a horse race—and put the "quest" in equestrian.

Too small to ride horseback, young Link will be perfect for fitting into spaces too large for adults.

The Market

Hyrule's market is a cheery site. Only years later will the happy townsfolk be replaced by zombies.



At the shooting gallery, Link can set his sights on winning special items.

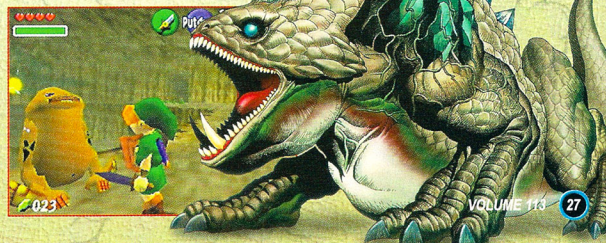
To win extra Rupees, Link can try his hand at bowling with bombs.

Bustling in front of Hyrule Castle is the city's market, where link can sell and trade weapons, potions and masks, or take a stab at winning other prized goods in games of chance and skill. In the shooting gallery, Link can take aim at a procession of Rupees or the occasional hapless, but always pugnacious, chicken. In a contest new to the series, Link can try hitting a bull's-eye using a new mobile bomb weapon as a bowling ball.

Goron City

The plague of evil and ruin spreads to the cavernous underworld of Goron City, a land burrowed in the shadow of Death Mountain. When Link stumbles into their lair, the friendly cave dwellers explain the crisis that has befallen them. A born hero, Link takes up the task of aiding a reluctant Darunia and his Goron citizens.

In addition to countless new surprises, everything tried and true from the previous Zelda games returns in Ocarina of Time: the familiar music, intricate puzzles, retaliating chickens and blasting bombs.



Zora's River

Flowing with sacred water, Zora's River is home to the Zora people, an aquatic race of fish-like humanoids. The peaceful Zoras live upstream sheltered from the rest of the world. Surrounded by their river's rough waters and the confusing pretzel-like network of passageways known as The Lost Woods, the Zora people meet Link when he swims and leaps from bank to bank to reach their sanctuary.

Cut off from the rest of the world, Zora's Domain is an oasis of mystical power.

Kakariko Village

The modest town of Kakariko was founded by Impa. While the village is as friendly as Princess Zelda's guardian, it can also be as deceiving as Ganondorf, since the town conceals a hidden fright fest of dungeons. Within their halls, trap doors and illusionary walls lurk reanimated corpses, flying skulls and other restless souls.

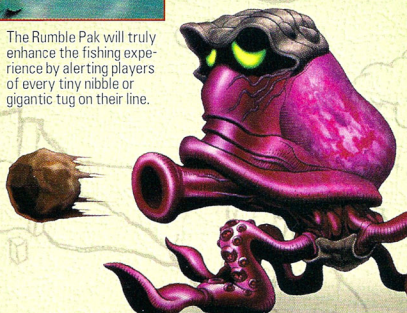
The centerpiece of Kakariko is its inviting windmill, but the town has more than a few skeletons in its closet. Literally.

As brave as he may be, Link will be scared stiff—and stopped dead in his tracks—by a single glance from the undead.

Lake Hylia

The blessed waters of Zora's River flow down the Hyrule countryside and spill into Lake Hylia. The lake boils over with marine monstrosities, and if Link can't deep-six them, he can take his frustrations out on the smaller fish swimming in the fishing pond. For a few Rupees, he can take a break from his odyssey to rent a rod and see what's biting.

The Rumble Pak will truly enhance the fishing experience by alerting players of every tiny nibble or gigantic tug on their line.



Items of Interest

He may have been destined to be a hero, but Link can't get by with a pointy hat and ears alone. Along the way, he must find, buy, trade or earn weapons, armor, spells, potions and other tools of the hero trade.

Link will have an ever-growing arsenal of items, and what he can use will depend on his age.

Link's sword is the perfect foil for most enemies, especially when it's used for his Whirling Blade attack.

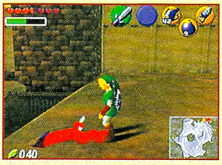
Link is more magical than ever, and he can cast a fire spell to embroil foes in a flaming sphere.

Weapons aren't just for fighting. Younger Link's slingshot can target prizes at the shooting gallery.

Link can wield Deku Sticks in battle, or he can set them ablaze to light his way or burn obstacles.

To launch a grappling chain, Link can fire his Hookshot into enemies or objects to pull himself to them.

The Stone of Agony will make the Rumble Pak beat like a heart when Link is near something hidden.

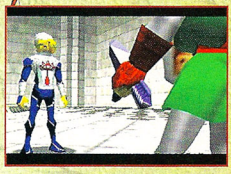


The Bombchu is a new mobile weapon that shuttles bombs across the ground and up walls.

Once he's learned some songs, Link can play them on his Ocarina to summon its magic.

As Time Goes By...

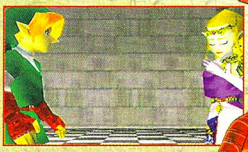
As fate would have it, Link is too young to fulfill his destiny of saving Hyrule, but the Temple of Time is his solution. Emerging from the shrine as a 17-year-old, Link finds his abilities enhanced and the world he once knew entirely changed. From then on, Link can use the time portal to travel from his childhood world to his adult world to rewrite the future or undo the past.



When he awakens as a young adult, Link meets Sheik, a mysterious Sheikah with sage advice.

Skipping past those awkward teen years, an older Link visits a darker future.

Link will confront Stalfos Knights, Zelda regulars, as well as a slew of new beasts and villans.



Though seven years pass in the game, Link and Zelda experience a lifetime of adventure.

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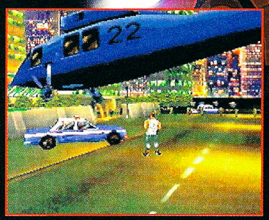
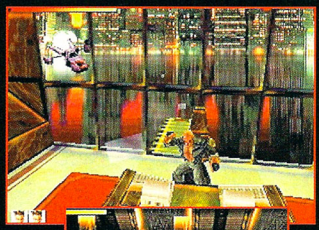
FIGHTING FORCE™



IN NOVEMBER, EIDOS WILL PRESENT A FIST-FIGHTING BRAWLER FOR THE N64. BUT THIS MONTH, NINTENDO POWER GOES BEHIND THE DIGITAL SET TO DISCUSS FIGHTING FORCE 64 WITH THE GAME'S HARD-CORE, BUT DEDICATED, CHARACTERS.

POWER: HAWK, LET'S BEGIN WITH YOU. WHAT'S THE STORY BEHIND FIGHTING FORCE 64?

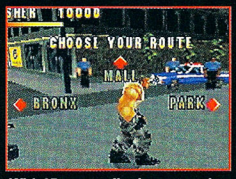
HAWK: It's really a story about me saving the world—with some help from Mace, Smasher and Alana, of course. Seems that this total whack job, Dr. Dex Zeng, thinks the world is going to end in the year 2000. When the clock strikes twelve but all that happens is a few computers croak, man, he just goes nuts. Zeng decides he's going to end the world anyway, and he has biological weapons that can do the job. You guessed it, it's my job to stop him. I'd like to take a minute here to thank the developers at Core who created such a great 3-D world for us fighters on the N64. It's definitely a step up for us.



Two players become an awesome fighting force when they work in unison to take on the cronies of the mad Dr. Zeng.

POWER: MACE DANIELS, CAN YOU TELL US WHAT PLAYERS CAN EXPECT FROM FIGHTING FORCE 64?

MACE: I consider Fighting Force a post-modern exploration of urban angst. Yes, my I.Q. is 200 and I can use words like angst without breaking a sweat. But seriously, FF 64 is a brawler, and players should expect constant action, quite a lot of challenge, and the best moves in the game if they choose me as their character. Of course, what it means to yours truly and my colleagues is that we get to kick the pasta out of hundreds of enemies while avoiding bullets, explosions and just about any heavy object that these virtual thugs can throw at us. Personally, I find it exhilarating to toss a 250–pound man over my shoulder and see him completely at my mercy. We can work individually, or cooperatively in teams of two, making this one of the most interactive fighters ever. Weapons are strewn throughout the game–guns, knives, bats, and lots of incidental items that you can use as weapons if pressed. It's important to use your wits, not to mention anything that comes in handy, from the chairs in the mall to the fire extinguishers in the elevator of Zeng Tower. Players will also find a choice of paths to follow at two critical junctures in the game, giving the game even more replay value. With 25 levels altogether, this game has enough action to last a lifetime, which might not be too long if you cross me.



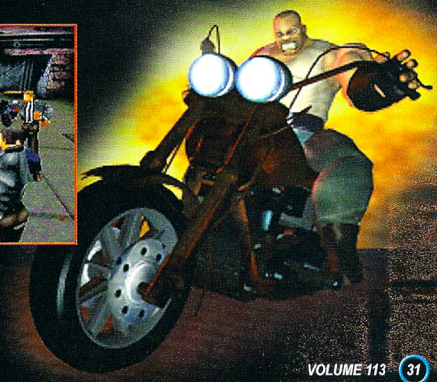
With 25 stages, five bosses, and two multipath junctions, Fighting Force 64 provides more game play than you might expect.

POWER: BEN JACKSON, IS IT OKAY IF WE CALL YOU "SMASHER?" HOW WOULD YOU DESCRIBE YOUR COLLEAGUES?

SMASHER: Okay, I guess. They're better than the sort you meet in the lockup. Mace, see, she's not just a pretty face. She's got brains and I wouldn't want to mess with her, at least not when she's got a weapon. I hear she was a private investigator before she got caught up in this Zeng business, and I bet she was the best. Now, Hawk, he's got a thing for Mace, and he fights for all sorts of lost causes, but at least he'll stand by his pals. Me, I don't fight for anyone but myself, but this Zeng is filth and deserves whatever I can dish up for him. As for Alana, I don't really figure the kid at all, except Zeng is her stepfather and he messed her up with experiments. I guess she has more reason to hate that freak than anyone. She used to go to a lot of raves in the warehouse district- now she's just got a lot of rage. Breaks your heart, you know?

Caught in the middle, Alana may want to use her spinning kick to take out both foes at once.

Each of the four fighters has basic and special moves. All of the moves are easy to learn, but each character is optimized for a different fighting style.

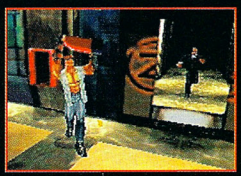


POWER: ALANA, DO YOU USE STUNT-DOUBLES OR DO YOU PERFORM ALL THE FIGHTING MOVES YOURSELF?

ALANA: Are you like brain-impaired or something? Do you see any stunt doubles around here? We all do all of our own moves, and each of us has some pretty incredible special moves. You probably want me to show you, huh? Well, maybe just one or two, but I'm saving the rest so you'll have to give us a full strategy review next month in Power. We'll start with the basics—kicks, grabs and punches—then add in variations and specials and you've got one mean team. That's all without weapons, too. We'll use anything we can lay our hands on. And we look fabulous doing it, I might add.

POWER: MACE, WHY DON'T YOU TELL US ABOUT THE WEAPONS YOU USE?

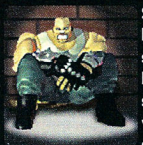
MACE: Anything can be a weapon, you know. I could kill you right now with this director's chair and not even break a nail. In Fighting Force 64, we go even further. Much of the background is interactive—crates, barrels, cars, chairs, vending machines, hot dog stands—the list is endless. Some of these items can be used to throw at enemies while others must be broken so that you use just a part. Not even Smasher can throw an entire car at someone, but if he kicks it enough, he can knock off the tire and use that as a weapon. Other weapons are hidden in boxes. We smash them open to find weapons. But what I really enjoy is taking weapons from the poor fools who attack us. I can knock the gun right out of the hand of a punk, pick it up and stop him with a quick shot before he even knows that it's missing.



POWER: THAT BRINGS UP AN INTERESTING POINT. HOW SMART ARE THESE GUYS WHO KEEP PICKING FIGHTS WITH YOU?

HAWK: I'll take that one. They're stupid, of course. Anyone who follows Dr. Zeng has a screw loose to start with, and he has these guys totally brainwashed by his evil plans. I think Alana will back me on this one. But it's really not the little fish that we worry about. If you get careless and take some hits, yeah, it's going to make a difference. But who we really have to worry about are the bosses. There are five of these guys, and they are bad. They have weapons, stamina, speed, and they're smart enough to pin you down. Of course, they're not nearly as good looking as I am, and therefore, they're doomed to failure.

POWER: HOW DOES FIGHTING FORCE 64 FIT INTO THE LONG TRADITION OF BRAWLERS?

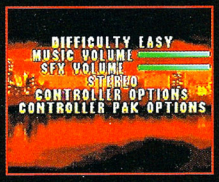


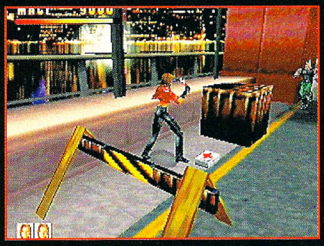
SMASHER: I've been brawling all of my life, see, and this is the best. Double Dragon set the stage with weapons and a cool story, then Final Fight made the whole thing look more realistic. But in FF64, you've got it all, plus more moves, better graphics, full movement in 3-D, dramatic camera angles, special effects, a rocking sound track and the Rumble Pak. Good name, by the way. I know a lot of younger players haven't seen many games like this, but I think they'll really appreciate it once they get the hang of bashing heads.

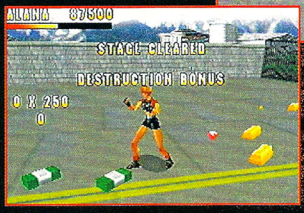
Traditional brawlers were usually limited to side-scrolling stages, but the 3-D areas in Fighting Force make the game more varied and strategic.

POWER: HOW DO THE SETTINGS FIT INTO THE ACTION IN FIGHTING FORCE?

ALANA: The designers really went overboard in creating 25 stages, many of which have several parts. Sometimes we have to punch our way through fences or walls to reach the second part of a stage. It starts out on the street outside the Zeng Tower, then moves on to locations all over the city–in a mall, at military bases, in parks, over in the Bronx, down in the subway, on a military hovercraft, in an island laboratory. Believe me, we get around. Part of the strategy is figuring out how to use our surroundings to keep the attackers from surrounding us. And different areas have different hidden things to find, like money or food. A quick bite is really an energy boost, and money can add to the point total. If we get enough points, we'll earn an extra player. For any of you who used to play those old forced-scrolling games, these big 3-D areas are a huge improvement.



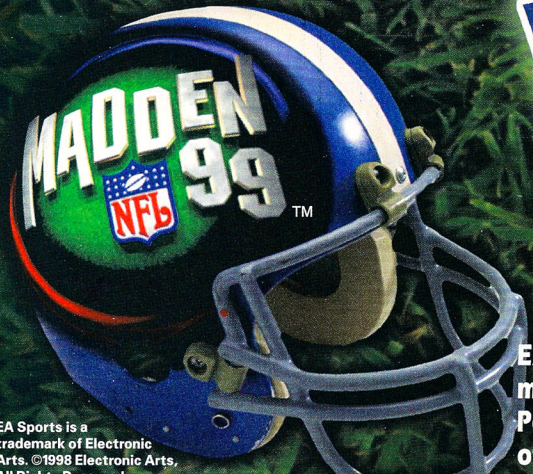




Whether you choose the difficult or easy skill setting, Fighting Force provides great graphics and lots of variety in the settings and challenge in the battles.

POWER: SO–OPEN QUESTION– ANY FINAL THOUGHTS ABOUT THE GAME?

MACE: I feel privileged to get the chance to work with the people at Eidos and Core, because they really know how to put a game together—and how to treat a star. If they can make a grave robber like Lara Croft into an international superstar, just imagine what they can do for a talent such as me. I hear that they're planning a huge marketing blitz to introduce me to the world. That will be this November. Okay, team, I think we need a few more tweaks before we're finished. Back to work.



REVIEW

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EA Sports and the Madden team may have eaten a little turf in Power's head-to-head comparison of Madden 64 and Acclaim's NFL Quarterback Club '98 last year, but like a true champion, Madden '99 has taken to the field and is ready for a rematch against the new and revolutionary QBC '99. In the ultimate game of inches, how do these two sports titans

NEW FEATURES

In the past, the developers of many sports titles assumed that the more buttons and options they added to their games, the more realistic the game play would be to gamers. This year EA Sports has simplified Madden '99 with a special One-Button Mode, so gamers can enjoy new graphics and incredible options with the tap of a single button.

High Resolution Graphics NEW!

EA Sports has always had a reputation for delivering sports titles with cutting-edge graphics, and Madden '99 is no exception. Its high-resolution, polygonal graphics are so detailed that you can see the expressions on the players' faces. Even the NFL Stadiums have been authentically rendered in a 3-D environment.

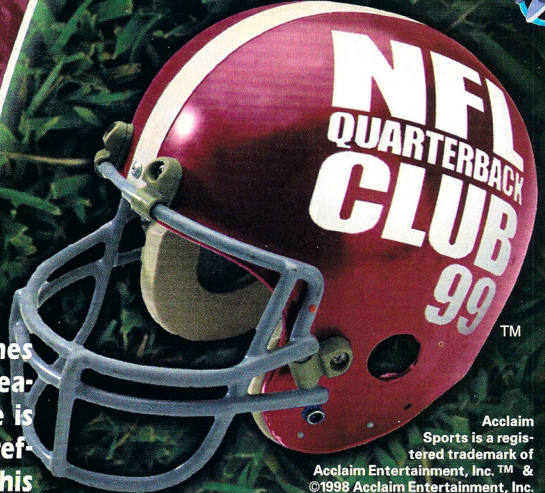
NFL and NFLPA License NEW!

Probably the biggest complaint most gamers had about last year's Madden 64 was that it didn't have the authentic NFL logos and player names. EA Sports must have heard this feedback loud and clear, because Madden '99 features NFL logos, actual player names from today's teams and the authentic logos of historical teams.

One-Button Mode

If you're a player who picks up the controller and starts playing a new game without reading the instructions, you're probably not reading this. But just in case you are, check out Madden's new One-Button Mode, a special play option that lets you do snapping, passing, kicking or a stunning juke or spin by pressing the A Button.

FIGHT!



measure up? While both games blow away football titles from seasons past, picking the best one is actually a matter of personal preference. Take a long look at this year's new features, then read up on what we found in our in-depth comparison.

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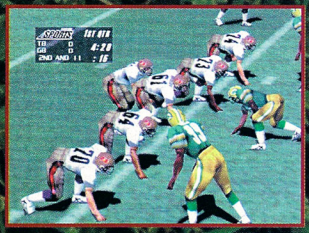
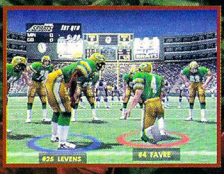


Improved Graphics Engine

NEW!



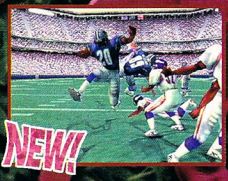
Last year, lots of gamers opted for QBC '98 because of its stunning, high-resolution graphics. Iguana has improved its winning formula this season by developing a new polygonal engine that uses crystal-clear, high-resolution, 640 x 480 graphics so you have a sharp view of what's going on downfield.

NEW FEATURES

Last year Acclaim had the only football game on the N64 with real teams, uniforms and NFL logos. This year's version of NFL Quarterback Club won't have the same field advantage. To counter the Madden attack, the developers at Iguana have bolstered QBC's AI, added new animations and enhanced the game's already incredible graphics.

Realistic Moves

In addition to the realistic motion capture they ported over in QBC '98, the developers at Iguana have packed over 250 new animations into QBC '99, including an assortment of well-known end zone celebrations. You don't have to be a football fanatic to recognize Terrell Davis' salute, Ken Norton's punching bag and Merlon Hanks' hilarious chicken dance.



NEW!

More Brain Power

NEW!

If there was a downside to QBC '98, it was that the computer was fairly easy to defeat. Iguana tackled this complaint by sitting down with Charlie Weis, the Offensive Coordinator for the NY Jets, to design and develop a realistic artificial intelligence system based on the actual NFL strategies used on the fields today.

MANY WAYS TO PLAY

The most important element in any successful sports title is versatility, especially when it comes to giving gamers plenty of ways to play. Both Madden '99 and QBC '99 feature the prerequisite game modes—Season, Exhibition, Tournament and Playoffs—but this year there are new features that will blow football fans away.

Franchise Mode

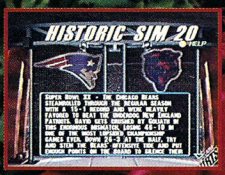
NEW!

Why stop playing when your team wins the Super Bowl? If you're one of those hard-core gamers who has always wanted to manage your roster over several years, you need to check out Franchise Mode. This exclusive option in Madden '99 gives you the complete authority to manage and turn your favorite team into a winning dynasty.

Arcade Mode

If you're not in the mood for a serious gridiron sim, kick back and enjoy some helmet-crushing chaos with Madden's new Arcade Mode. This game format features simplified play calling, massive monster hits and just a handful of rules. The only shortcoming we found is that you can't combine One-Button Mode with this fun feature.

Go Back in Time



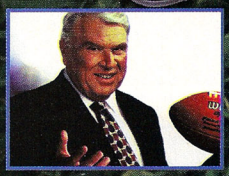
QBC will let you play 32 historical simulations—one from each Super Bowl. These intense and challenging sims range from taking over the AFL Kansas City Chiefs at halftime in Super Bowl I to assuming the role of Brett Favre in the final seconds of the Packers' last scoring drive in Super Bowl XXXII.

Create Everything

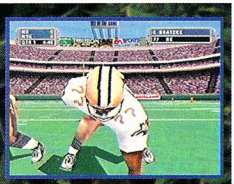
If there isn't a team in the NFL worthy of your incredible management skills, perhaps you should create your own dynasty. QBC's Manage Roster option lets gamers create teams, playbook even uniforms and logos! This option provides an excellent opportunity for Cleveland Browns fans to preview their upcoming expansion team.

ANGLES ON THE ACTION

Both EA Sports and Acclaim have always had the right perspectives for designing camera angles that pull gamers into the middle of the action, so it's no surprise that both Madden '99 and QBC '99 offer excellent camera views. In addition to the viewing angles, both games give players perspective with play-by-play and color commentary from pro broadcasters.



The signature of all Madden games over the years has been commentary from the legendary coach and broadcaster, John Madden. Madden '99 combines Coach Madden's insights into the game with play-by-play from Pat Summerall. In addition to the commentary, EA Sports had veteran quarterback Steve Bono record the QB audibles.



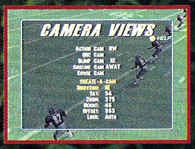
Of the nine camera angles in Madden '99, the Helmet Cam is one of the coolest and possibly the most confusing. The Helmet Cam's first-person perspective has a very limited view of the field, but it gives you an idea of what it's like to play at the line of scrimmage.

Super Sound

Iguana used a new compression technology to achieve remarkable sound effects and voices in this year's QBC. Play-by-play is by ESPN's Mike Patrick and color comes from Randy Cross of CBS. Jerry Markbreit, the Head of Officials for the NFL, does the on-field referee calls. The end result is seamless and almost broadcast quality.

Create-A-Cam

In addition to its five cameras around and above the field, NFL Quarterback Club '99 has a versatile Create-A-Cam option. Now you can tailor your view of the scrimmage the way you like to see it. The camera has fine adjustments so you can set it up at any perspective on the field.



THE NUMBERS GAME

Statistics are vital for analyzing your opponents' strengths and weaknesses. Both Madden '99 and QBC '99 have excellent stat-tracking with depth and options that surpass most video sports games in any genre. Since both games track almost all of the same categories, we've focused on the differences in the systems.

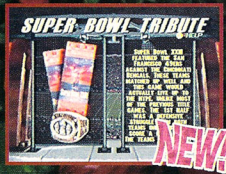
Set a New Record

The All-Time Records have always been an essential part of the Madden game series. This feature is included in Madden '99, and since the game has the NFLPA license, you'll see the names and actual pictures of the record keepers in one of 14 different categories.

How are the 49ers doing on Third-Down Conversion percentages? If you pause your game, you'll find the information in a flash. You can also call up a menu of stats for the game in progress, individual player performance, Vs. Mode User Records and All-Time Records.

Just The Facts, Sir

QBC '99 covers the same statistical categories as Madden '99, but the information is organized by team and player performance. Season Mode features a detailed listing of the league leaders in any category imaginable, but the game doesn't have an All-Time records option.



One of the more unusual features you'll find on the main menu in QBC '99 is the special tribute to all NFL Super Bowls. These informative stories and scoring summaries provide the background information you'll need to complete the 32 historic Super Bowl sims in the game.

CUSTOMIZE YOUR GAME

If you're like many sports game enthusiasts, you already know that it's not if you win or lose, but how you can customize your game. Again, Madden '99 and QBC '99 are pretty evenly matched, offering a ton of options for creating players, writing playbooks and even formatting your game to suit your preferences.

Custom Plays

Using a Controller Pak, you can set up your own playbook and design your own plays. Begin by selecting a formation and setting up the routes your players will run. After you've created the play, you can test it out on the practice field against opposing formations. If your play is ideal, save it to your personalized playbook on your Controller Pak.

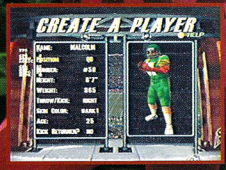
User Profiles

If you're a hard-core fan you probably know the plays in your favorite team's playbook, but what if you wanted to use a different team's playbook? Madden '99 Controller Pak User Profile lets you mix and match playbooks among teams, or even use your personalized playbook. You can easily load your customized options with the tap of a button.

Custom Simulations

After you've completed QBC's 32 Historical Simulations, try creating your own Custom Simulations using any of the contemporary American NFL teams. By modifying the simulation's starting conditions, you can run up the score, turn back the game clock or push back your team's field position to make your sim simple and easy or absolutely impossible.

Create a Player



You know you want to make the play of the day, which is why Acclaim has a Create a Player option in QBC '99. Just pick your position, number, height and weight, and you're ready to start your rise to stardom. Your starting salary will depend on how you arrange your Skill Points in Accuracy, Range, Speed and Endurance.

PASSES AND HITS

If there's one thing gamers look most forward to in the annual releases of Madden and Quarterback Club titles, it's probably either the all-new features or improvements on the most popular game options. This year will be no exception, as both EA and Acclaim roll out punishing computer AI systems and realistic passing control.

Play the Madden Way

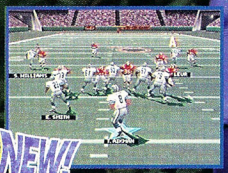
If it's not broken, don't fix it, and if gamers love it, don't mess with it. If you liked the way you were able to pick plays by formation in old Madden games, you'll be happy to know you can still do it in Traditional Play Style Mode. You won't have to waste valuable seconds on the clock scrolling through new menus looking for your favorite plays. This feature is ideal for introducing old Madden fans to this impressive title.

Cool New Moves

NEW!

Every year the Madden series introduces realistic player moves like spins, hurdles and stiff-arms. This season is no exception, as Madden '99 gives gamers pump-fakes and jukes. These two new moves are great for tricking a human-controlled defense, but we quickly discovered that the hard-charging AI isn't easily fooled by fancy fakes.

Pass with Class

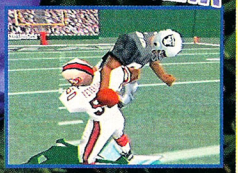


NEW!

Madden '99's Directional Passing Mode simplifies the process for finding and hitting an intended receiver. After your QB drops back to pass, an open receiver will be designated by an "A" above his head. If you tap the A Button, you'll throw to that receiver. If you rotate your QB left or right, the A will switch and flash over other open men.

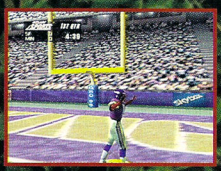
Monster Hits

NEW!



If you liked the face-slamming fun and big body blows in arcade football games like Midway's Blitz, you'll love the Monster Hits feature that EA developers have added to Madden '99. Now you'll hear and, with the Rumble Pak plugged into your controller, feel the full force of teeth-jarring shoulder drags, wrap tackles and de-cleaters.

Player Development



QBC '99's Season Mode includes a realistic Player Development option that changes the skills and attributes of the players on your team throughout the season, depending on how well or how poorly they played their previous game. As your team plays through the season, your players will have to contend with hot and cold streaks and overcome their own doubts, just like the pros do in real life.

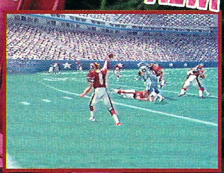
Strategies from Charlie Weis

NEW!

NY Jets Offensive Coordinator Charlie Weis spent several days with the Iguana crew developing NFL strategies for QBC '99. As an exclusive consultant for Iguana, Coach Weis emphasized the importance of studying personnel matchups during a game. If you identify and use your team's strengths against the other team's weaknesses, you'll probably win.

Analog Passing System

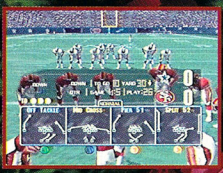
NEW!



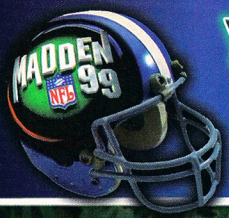
Like Madden '99, QBC will also feature a simplified, one-button passing system called Analog Passing Mode. The advantage this option has over Traditional Passing Mode is that you don't have to glance at your controller to make sure you're pressing the correct button. The disadvantage is that the computer will choose your open receiver for you.

Playing in Style

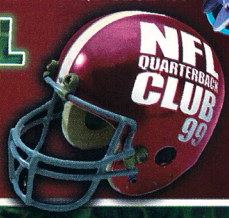
NEW!



If you're going to play a simulation, you want to go up against teams that play in the same style as their real-life counterparts. QBC '99's teams play aggressively or conservatively, based on how their real-life counterparts would behave. This accurate modeling is a huge contributing factor to the realism in QBC '99's Custom Simulations.

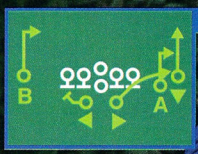


YOU MAKE THE CALL



Are you looking for a play that will force a turnover or earn a First-and-ten? Try adding these plays to your playbook. A word of warning: The AI in QB Club was still in development when we tested our plays, so the computer player may have figured out a way to shut down some of our picks by the time you read this.

Offensive Plays

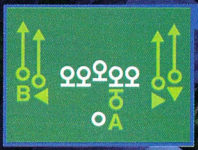


Strong Flood

If you have an excellent scrambling QB like John Elway or Brett Favre, you can use Strong Flood to hit an open receiver far beyond the chains. This passing play will hold up well unless your opponent decides to charge at you with an overwhelming blitz.

HB Cutback

When you see the defense setting up a heavy zone, it's fairly safe to fall back on a running play, especially if you can set it up as one of your audibles. The HB Cutback is a practical choice when you see the other side starting to build up the secondary.



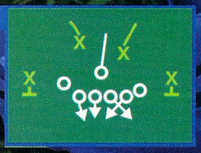
Hail Mary

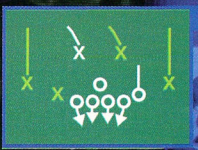
Gamers often resort to the Hail Mary in desperate situations, but throwing into a heavy zone defense almost guarantees a turnover. Still, if your team has a QB with excellent range and accuracy, you might find the end zone on a fling and a prayer.

Defensive Plays

Double Zone

If you know the other side is going to pass, use the Double Zone to make sure that their QB's aim is on the money. Any pass that's slightly off will likely end up incomplete or into the hot hands of your roving safeties or an alert cornerback.



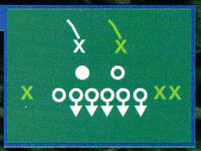


Quarters Man

Option plays are usually stuffed when the Patriots defense goes to the Quarters Man play. A good QB will probably pick up a few receptions against this play, but if he makes a mistake, you'll have a player ready to swipe the ball and run the other way.

Man Over

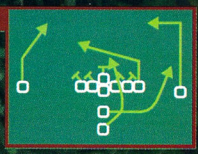
The Man Over play is an effective goal line defense, especially when your back is up against the end zone and the other side is running the ball. The Vikings defense consistently stopped the Broncos' rushing game whenever we went to this play.

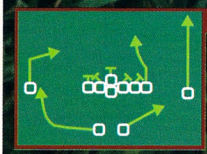


Offensive Plays

WR Dig

If you're using Steve Young and you're quick enough to scramble away from a potential blitz, you'll be looking at better-than-even odds on hitting an open receiver or running for some serious rushing yards whenever you select this I-Formation play.



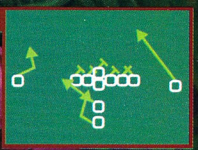


49 Rail

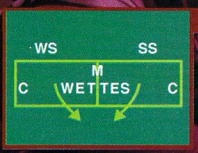
The Steelers possess astounding rushing talent, which almost makes this Pro Set play seem like an unfair advantage in your playbook. Keep in mind that Kordell Stewart doesn't have perfect aim, so pick a man out in the open before you air it out.

Sprint Draw

If there's an ideal I-Formation play written just for Detroit's Barry Sanders, it's this one. Barry's explosive speed makes it easy to turn the corner on almost any NFL defense, making this hard-charging play exceptionally difficult to stop.



Defensive Plays

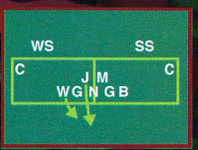


OLB Blitz

Green Bay typically eats quarterbacks for lunch with this 4-3 Even Formation play. If the QB hesitates or pump-fakes and the offensive line isn't watching their assignments, it's a fairly safe bet that you're going to create havoc in the backfield.

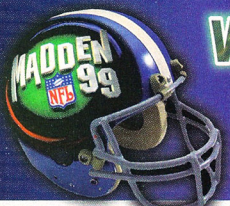
J Blitz

We discovered that Kansas City was so effective with this play that it might be too good to be true. Considering that the QBC '99 AI wasn't complete when we tested it, it probably is true, so try this 3-4 Formation play whenever the offense tries to pass.

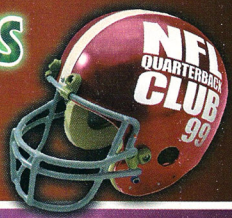


Cover 4 Zone

Indianapolis isn't a lean, mean offensive machine, but their mighty air defense can force turnovers and add points to the board. While many opposing teams will keep the ball on the ground, you can use this play on anyone foolish enough to pass.



WE PICK THE WINNERS



Roll up your shirtsleeves, armchair quarterbacks—this is where we put together the ultimate list of the best teams in both gridiron games. To silence any whiners, we ranked the teams on this list according to the ratings in Madden '99 and QBC '99, so if you don't see your favorite team on the list, there's always next season.

TOP 10 OVERALL TEAMS

1. Denver BRONCOS

Denver won it all last year by defeating the defending Super Bowl Champion Green Bay Packers. The lightning-quick speed of Super Bowl MVP Terrell Davis is the main reason both Madden and QBC gave Denver the highest marks in rushing and overall offense.

2. Green Bay PACKERS

Quarterback Brett Favre has better accuracy, range and scrambling ability than the Broncos' John Elway, but the Pack needs to pick up the pace in their team's running game. They also need to develop better strategies for defending against the rush.

3. Pittsburgh STEELERS

Jerome Bettis is a huge factor in the Steelers' legendary Ground Attack, and Pittsburgh has plenty of depth in the running game. QB Kordell Stewart can scramble in the pocket, and as long as he connects, the Steelers will have few problems winning games.

4. San Francisco 49ERS

Jerry Rice, Steve Young, Terrell Owens, J.J. Stokes and Garrison Hearst—five good reasons why the 49er offense is incredibly tough to shut down. The only consistently low scores were in the areas of Special Teams, especially when it comes to kicking.

5. Kansas City CHIEFS

If you check the top players on the next page, you won't find a single offensive player from the Chiefs in our top ten picks. So why is Kansas City sitting snugly in the middle of our top ten list? The answer can be summed up in one word: Depth.

6. New England PATRIOTS

Drew Bledsoe is the man with the arm, but can anyone on the Patriots team catch the ball? The Pats dominate the passing and rushing skills categories, but sometimes their receivers have problems picking up the ball or attempting to break a tackle.

7. Detroit LIONS

Barry, Barry, Barry! If there's one reason that Detroit is so high on this list, it's because Barry Sanders blows the rushing statistics and graphs completely off the charts. If the Lions find a way to defend their air space, they'll rank higher next year.

8. Minnesota VIKINGS

The Vikings are exceptionally strong in passing and very effective in rushing, but they need to focus on improving their overall defense. While Minnesota struggles to defend itself against a solid running game, their pass defense is almost pathetic.

9. Jacksonville JAGUARS

Mark Brunell has the passing skills and Jacksonville has excellent receivers, which should be enough to keep the Jags prowling into the post-season, but both Madden and QBC agree that improving the 'D' is key to keeping this team alive in the playoffs.

10. Seattle SEAHAWKS

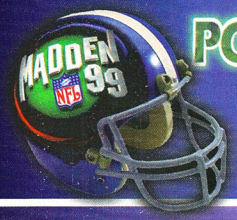
This could be the breakthrough year for this talent-packed squad. The Hawks have good balance on both offense and defense. With Moon at QB, Waters in the backfield, and Galloway as a deep threat, the scoring potential of Seattle should be very high.

Classic Hits NEW!

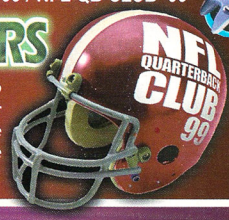
Have you ever wondered how the '67 Raiders would have measured up against the '77 Broncos? Madden '99 features a lineup of classic contenders so you can mix and match the best in NFL history without having to step into a time machine.

The NFL Goes to Europe NEW!

Hey, you've just won the Super Bowl! What are you going to do now? Instead of hanging out in a theme park, jump across the pond and win it all in Europe. QB Club features all six of the NFL Europe clubs. The Scottish Claymores are the best Euro team.



POWER'S TOP 10 PLAYERS



Both Madden '99 and QBC '99 feature a Fantasy Draft option, so you and up to three of your buddies can draft NFL players for your own teams. Listed below are our top picks for players who are ranked high in both games. Even if you don't have the first of the first round pick, any of these guys are marquee players.

OFFENSIVE PLAYERS

TOP TEN QUARTERBACKS

1.	BRETT FAVRE	Green Bay Packers
2.	JOHN ELWAY	Denver Broncos
3.	TROY AIKMAN	Dallas Cowboys
4.	STEVE YOUNG	San Francisco 49ers
5.	MARK BRUNELL	Jacksonville Jaguars
6.	DREW BLEDSOE	New England Patriots
7.	JEFF GEORGE	Oakland Raiders
8.	BRAD JOHNSON	Minnesota Vikings
9.	DAN MARINO	Miami Dolphins
10.	WARREN MOON	Seattle Seahawks

TOP TEN RUNNING BACKS

1.	BARRY SANDERS	Detroit Lions
2.	CURTIS MARTIN	New York Jets
3.	TERRELL DAVIS	Denver Broncos
4.	JEROME BETTIS	Pittsburgh Steelers
5.	DORSEY LEVENS	Green Bay Packers
6.	NAPOLEON KAUFMAN	Oakland Raiders
7.	EDDIE GEORGE	Tennessee Oilers
8.	RICK WATTERS	Denver Broncos
9.	EMMITT SMITH	Seattle Seahawks
10.	ROBERT SMITH	Minnesota Vikings

TOP TEN WIDE RECEIVERS

1.	JERRY RICE	San Francisco 49ers
2.	TIM BROWN	Oakland Raiders
3.	HERMAN MOORE	Detroit Lions
4.	MICHAEL IRVIN	Dallas Cowboys
5.	CHRIS CARTER	Minnesota Vikings
6.	ROB MOORE	Arizona Cardinals
7.	ISAAC BRUCE	St. Louis Rams
8.	YANCY THIGPEN	Tennessee Oilers
9.	ANTONIO FREEMAN	Green Bay Packers
10.	IRVING FRYAR	Philadelphia Eagles

DEFENSIVE PLAYERS

TOP TEN TACKLES

1.	BRYANT YOUNG	San Francisco 49ers
2.	JOHN RANDLE	Minnesota Vikings
3.	LEON LETT	Dallas Cowboys
4.	WARREN SAPP	Tampa Bay Buccaneers
5.	DANA STUBBLEFIELD	Washington Redskins
6.	CORTEZ KENNEDY	Seattle Seahawks
7.	CHESTER McGLOCKTON	Kansas City Chiefs
8.	WAYNE MARTIN	New Orleans Saints
9.	SANTANA DOTSON	Green Bay Packers
10.	TED WASHINGTON	Buffalo Bills

TOP TEN CORNERBACKS

1.	DEION SANDERS	Dallas Cowboys
2.	DALE CARTER	Kansas City Chiefs
3.	AENEAS WILLIAMS	Arizona Cardinals
4.	TROY VINCENT	Philadelphia Falcons
5.	RAY BUCHANAN	Atlanta Eagles
6.	DARRELL GREEN	Washington Redskins
7.	DOUG EVANS	Carolina Panthers
8.	PHILLIPPI SPARKS	New York Giants
9.	TY LAW	New England Patriots
10.	JASON SEHORN	New York Giants

TOP TEN STRONG SAFETIES

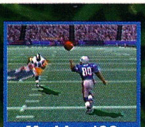
1.	LeROY BUTLER	Green Bay Packers
2.	JOHN LYNCH	Tampa Bay Buccaneers
3.	DARREN WOODSON	Dallas Cowboys
4.	CARNELL LAKE	Pittsburgh Steelers
5.	LAWYER MILLOY	New England Patriots
6.	RODNEY HARRISON	San Diego Chargers
7.	TIM McDONALD	San Francisco 49ers
8.	TOBY WRIGHT	St. Louis Rams
9.	ROBERT GRIFFITH	Minnesota Vikings
10.	MARTY CARTER	Chicago Bears

THE PROS SOUND OFF

You've read about the features and our player and team picks, now find out how our staff felt about playing both football titles. Just remember that buying any video game is a personal choice and what matters most is that you find a game that you enjoy playing.

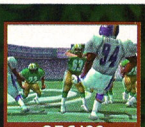
Todd Dyment

In both games, I can play quarterback like never before. I like going for the really long bombs. With the new Analog Passing, I can look down field and pick a receiver on either side more easily, and if he's covered, I can choose another reciever with a simple glance. What improvements can they come up with next?



Scott Pelland

Both games impressed me, but one ease-of-play feature in Madden '99 could be important to players who want to play the multiplayer option. The One-Button Play Mode allows players to activate many of the on-field moves with a single push of the A Button. Since this is the most intuitive way to play, it's easy for anyone to learn in a very short time.



Oliver Crowell

For me it's a question of how closely the game resembles real football. Both games have graphics that are easy on the eyes, but QBC has an edge as a result of Acclaim's previous experience with hi-res sports games for the N64. This year, Acclaim tweaked QBC with very realistic animation and better textures. The first time I turned on the game I was blown away. That's what struck me.

Paul Shinoda

Madden '99 still seems to be much more for the action-oriented player, who is ready to pick a play on the fly and take a chance on a 4-and-1 just because it's there. QBC '99 is slightly slower-paced and is more of a sim experience. The QBC playbook is now organized better, but it still doesn't lend itself to quick picks. QBC '99 is for the armchair coach. Madden '99 is for the armchair quarterback.

POSTGAME ANALYSIS:

	Madden '99	QBC '99
Rumble Pak Compatible	Yes	Yes
NFL and NFLPA License	Yes	Yes
High Resolution Graphics	Yes	Yes
New Animations	Yes	Yes
Fantasy League Option	Yes	Yes
Create-A-Player Option	Yes	Yes
Simplified Passing Option	Yes	Yes
One-Button Mode	Yes	No
All-Time Records	Yes	No
Individual Team Playbooks	Yes	Yes
Cleveland Browns Expansion Team	No	Yes
Custom Camera View	No	Yes
Helmet Cam	Yes	No

After all the dust settled, we discovered that the real winners in this comparison are the game players themselves. Both Madden '99 and QBC '99 are excellent football games that feature superb play control and stunning graphics. While our staff leaned toward Madden '99, the reasons were picky enough that you really can't go wrong picking one over the other. In fact, the only way you could go wrong is by not buying one of these touchdown titles.

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The Daily Buzz

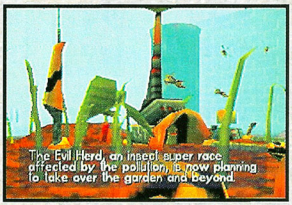
VOL. XXXVI A.D. 2010

CAN BUCK BUMBLE SAVE THE EARTH?

LOWER DORKING, U.K. – The defense of the planet earth began today when one Buck Bumble of 22 Cullwasp Lane volunteered to eradicate the menace of an invading herd of mutant insectoids in a local, suburban garden. Bumble underwent emergency surgical procedures at Argonaut Software, under orders from invasion HQ at Ubi Soft. The borg implants give Bumble 96 megabits of memory, not to mention unprecedented firepower and maneuverability for a bee, with which he will combat the mutant threat. It is estimated that the hostile aliens already control 20 tactically critical areas, including the garden, the sewers, and even the inside of the Herd Base. Experts cite the domino theory of gaming when calculating Bumble's chances for success. Most believe the courageous drone has less than a one in five hundred billion chance of defeating the alien empire single-wingedly. Stiff odds, but Bumble has already pressed the attack. With an assortment of 11 powerful weapons, Bumble may be the best-equipped insect in history. But the question remains: Can one heroic bee stem the tide of war? The world waits for the answer.

Buck Bumble

The origins of the Herd have been traced to a chemical plant in rural England where past spills led to insect mutations.



Throughout the garden, the Herd has spread their evil influence and Herd technology, displacing peaceful aphids, ladybugs and other species.

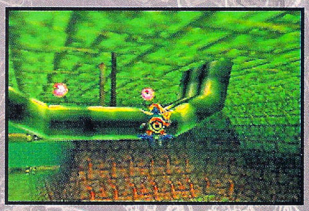
Buck Bumble stands alone as the protector of the natural order. Enhanced with cyborg implants, Bumble packs a tremendous sting.

Sensing the threat to their domination, the Herd drones will do anything to stop the lone bee from accomplishing his missions.

BORG BEE BATTLES BEASTLY BUGS

LOWER DORKING – Buck Bumble? Who is this courageous drone? We met with the small soldier shortly before he flew off to fight the Herd. The bee behind the borg implants is a tireless worker, the son of a queen as it turns out. But Buck's blue blood now flows red with outrage. Bumble's fervent wish is to preserve earth's nectar for natural species, and if that means swatting every mutant bug from here to Ipswich, then he has vowed that it shall be done. He certainly has the equipment to throw the fear of swat into the invaders. Buck's flying ability is unmatched. He can fly faster than a speeding dragonfly or cruise cautiously on patrol. He can hover in midair and rise or drop straight up or down. Buck can even loop in a circle to avoid enemies. His borg body armor gives him the fighting chance that such a hero deserves, but like any ordinary bee, he'll still need to find a supply of nectar during the battle to replenish his reserves.

One of Buck's most impressive moves is the evasive loop. When under attack, Buck can perform an aerial loop to escape his enemies.



Obstacles in every stage present Bumble with opportunities to hone his flying skills. A full range of control allows him to navigate in dangerous tunnels or in a swarm of enemies.

INSECTOID HERD UNDETERRED

LONDON – Recent studies of captive soldiers of the Evil Herd suggest that the insectoids are not aliens as originally thought. Chemical and genetic analyses have provided conclusive proof that the Herd hails from right here on earth. In fact, scientists have narrowed the place of origin to a chemical waste dump in the English countryside near East Dumbridge. Studies of the Herd have shown that more than a dozen species ranging from wasps to beetles have been mutated from harmless garden varieties. Some of the Herd have been equipped with zappers, while others hurl grenades and some attack with mechanically enhanced appendages. At the heart of this menace is the Herd Queen–by all accounts a really nasty sort. Her boss assistants have been stationed around the 20 war zones in an effort to stop the amazing progress of Buck Bumble. Bumble himself has reported that many Herd soldiers behave like pre-programmed zombies, at least at first. "Once I've encountered an enemy, it seems to target me faster in later battles," bemoaned Bumble. But the Herd is not endowed with extraordinary intelligence. The biggest problem seems to be one of overwhelming numerical superiority. Some hives produce a seemingly endless supply of enemies from within until the entire nest is destroyed. Another curious fact of Herd behavior is that they become particularly aggressive once you pass them. "The only enemies that even come close to these pests," reports Bumble, "are human beings armed with weed whackers."

Buck's Herd enemies can be huge, slow-moving beetle-tanks, like this, or speedy flyers such as the hornet fighters found everywhere.

A close-up camera view may make it easier to set Buck's sights on enemy targets. A radar display helps Buck zero in on the Herd.

KILLER BEE: BUMBLE PACKS SERIOUS STING

LOWER DORKING – No bee is an island, of course, and Bumble is no exception. If it were not for the arsenal of high-powered weapons at his disposal, Buck would have less chance than a moth in a flame. But Argonaut Software has placed 11 state-of-the-art weapons throughout the battle-zone.

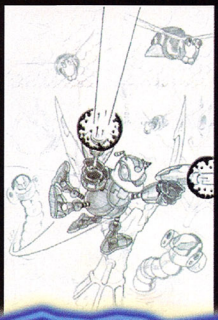
The effects of weapons range from bolts of charged electricity to homing missiles. Extra ammo is collected from enemies and caches.

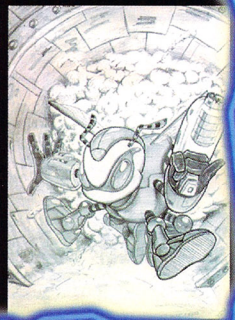
Once Buck has collected a weapon, he can select it, aim it using a crosshair targeting system, and fire at will. When Buck has a good supply of ammo, Herd soldier drones will be just so much bee-fodder. Picking up extra munitions should be a simple matter of gathering the leftovers from defeated enemies. A couple of specialized weapons are worth noting here. The powerful fusion cannon may be the most advanced weapon ever carried by a quarter-inch insect. A single shot will vaporize most enemies, including some of the biggest Herd enemies. The rocket launcher includes a manually-guided aiming system that switches Buck's viewpoint to within the missile as it streaks toward hapless hornets or alien aphids. Indeed, Bumble's sting is worse than his buzz.

G.R. HOPPER

UBI/ARGONAUT RESPONSIBLE FOR ALIEN INVASION!

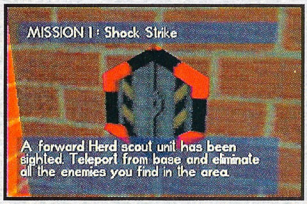
LONDON – In an effort to get to the bottom of this unprecedented invasion, your faithful Buzz reporter used an experimental temporal transport device that delivered him back in time, to the year 1998. What I learned there, in the tumultuous close of the last century, is a story to make your wings shrivel. I now have proof that two hi-tech companies conspired to create the conditions by which the Herd would threaten the earth. Ubi Soft producers, working with a skilled game development team at Argonaut, planned and executed the entire, dastardly scheme. It all began when lead programmer Carl Graham decided to create a flight test on the N64, just to "see if it would be fun." Eventually, that fateful test evolved into a flying bee, and the horror that we know today as Buck Bumble's War was born. If that weren't enough, this "game" was to include several multiplayer variations including two-player death match and soccer modes. After careful questioning, I learned that hidden cheat codes would be placed in the game to allow for even more frenzied insecticidal behavior.





THE BUZZ FROM THE BATTLEFIELD

LOWER DORKING – Reports from the battle-front suggest that this is no straightforward firefight. In addition to destroying Herd resistance, Bumble is given tactical missions on every outing. In one recent engagement, the lone bee had to search out and destroy a network of radar stations, thus crippling the Herd's war-making effort in that corner of the garden. In almost every mission, Bumble encounters a host of hazards beyond the winged variety. Aerial mines and exploding mushrooms have been seeded throughout the contested region, requiring Buck to maneuver with extra caution. The heroic drone must also identify secret passages in walls and either blast or trigger them open. All of these activities take place under heated battle conditions with Herd soldiers laying down fire across the front. When wounded, Bumble resorts to self-medication in the field by slurping up nectar. Fortunately, he can move back to secured areas where he can heal up in relative safety. With all that Buck Bumble is asked to do on each mission, it is a wonder that the freedom-fighting bee continues to have success against such daunting odds.



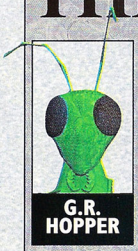
At the start of each stage, Buck receives mission objectives. The early areas, like the garden, gradually introduce more difficult missions.

Passing through a warp portal transports Buck to a new area within the current stage. Apparently, some Herd technology works both ways.

Not all Herd hazards are mobile. The yellow- and -black mushrooms ahead of Buck are like anti-aircraft batteries that must be avoided.

Sweet nectar drips from the lip of a flower, giving Buck a chance to restore his spent energy bar. Of course, rationing is in effect.

THE ROAD TO B-DAY



LOWER DORKING – Buck Bumble continues to pursue the vile Herd wherever he finds traces of them. The initial battles in the afflicted garden here in Lower Dorking have shifted to new fronts, including the sewers, nearby woods, and even the human residence on the property. The size and scope of the battles continue to grow as Bumble, undaunted, pushes on. But the best chance of all to stem the mutant tide comes from Ubi Soft, which claims that human intervention will begin this November for owners of the N64 video game system. Is the long nightmare really about to end? For Buck Bumble, that promised assistance can't come soon enough. "These guided missiles are starting to chafe," he lamented to this reporter. What a bee!

Buck Bumble may have to go it alone in his war against the Herd, but you won't have to. Next month, Nintendo Power—in association with the Daily Buzz—will give you full battle coverage from the front lines.

BOMBERMAN HERO

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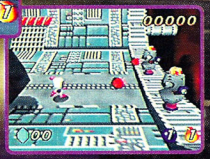
YOU'VE SAVED PLANET BOMBER AND CAPTURED THE HEARTS OF PLANET KANATIA, BUT ARE YOU READY TO TAKE ON THE FIERCEST FOES IN THE GALAXY? DO YOU HAVE WHAT IT TAKES TO COMPLETE THE TOUGHEST BONUS LEVELS IN ANY NEBULA? READ ON AND LEARN HOW TO FIGHT THE FINAL FOES IN BOMBERMAN HERO.

THE FINAL SECRETS REVEALED!



Our third and final installment of Bomberman Hero covers all the enemies and areas on Garaden and Gossick. After you've defeated the evil Bauglar and vanquished the Garadens once and for all, flip back to our reviews in Volumes 111 and 112 to be sure you've matched all the Target Scores. If you've found all the Special Bombs and earned every Gold Medal in the game, you'll be able to explore three bonus stages on Gossick—possibly the meanest places ever encountered in any Bomberman adventure.

PLANET 5 GARADEN

AREA 1: GARADEN STAR

BOSS ROOM 1 ▼ BOSS ROOM 2 ◄ BOSS ROOM 3 ▲ BOSS ROOM 4 ► BOSS ROOM 5 ▼ BOSS ROOM 6 ► VS. BAUGLAR

The massive Garaden Star space station is the final toehold and headquarters of the Garaden Empire. Stowed away in the creepiest corners of this star base are powered-up versions of the enemies you encountered earlier in the game.

BOSS ROOM 1

TARGET SCORE 7,500

Endol will bend forward just before he launches three energy balls. Hop off to the left or right side to dodge the projectiles.

If you leap out of the water the moment you see Endol start to spin, you'll have no trouble avoiding his shock assault.

The first opponent you'll meet is Endol, an electric robot that you disabled back in the Peace Mountains. Endol's chest is still his weak spot, but this battle takes place in a pool, so you'll have to jump out of the water to avoid a shocking attack.

BOSS ROOM 2

TARGET SCORE: 6,500

Baruda was guarding the Clock Tower in the final area on Primus Star. You originally fought him using the Bomber Copter, but now you'll have to fight on your feet. You'll find that this foul fowl is easier to hit if you've collected Fire-ups to expand your explosion radius.

The bothersome bird is difficult to hit as he dives, but you'll pluck his feathers if you hit him as he turns around.

Baruda is a tempting target when he's puffed up and shooting his laser, but concentrate on eluding his purple laser beam.

BOSS ROOM 3

TARGET SCORE: 6,000

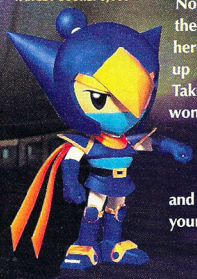
Dodge the robot's spin attack and four homing missiles, then hit him with several bombs as he sinks back into the lava.

Lava bubbles will always reveal where Cronus is going to surface. Blast the robot in the eye, then run from his beam attack.

Cronus, the spider-like robot you defeated back in the Mazone Dome, is back and equipped with a new armored shell that can withstand molten lava. The robot's weak spot is still his eye, but you'll have to use hit-and-run tactics to avoid being baked by the deadly blue beam that shoots from his head.

BOSS ROOM 4

TARGET SCORE: 6,000



No, Primus isn't the final foe in the game, but if you defeat him here, you'll learn why he joined up with the Garaden Empire. Taking on a new tactic, Primus won't unveil any new secret weapons in this epic confrontation, but he'll use every secret weapon and every defensive device from your previous matches.

If you watch where Primus stops, you can anticipate his attacks. Flame geysers erupt whenever he stops on a red circle.

Jump over the four red bombs, then turn and throw your bombs at Primus. You'll stun him temporarily if you him in the head.

BOSS ROOM 5

TARGET SCORE: 5,500

Bourban will be easier to defeat in the underwater chamber than he was when you first encountered him in Kanatia, especially since you'll be carrying homing torpedoes and he won't be able to use his breath attack or force field underwater.

Dodge Bourban's twin cannons, then close in and return fire with your homing torpedoes while he pauses to reload.

Bourban will chase you from one side of the corridor to the other. Keep firing torpedoes as you retreat from his charge.

BOSS ROOM 6

TARGET SCORE: 7,000

Natia is back, and she's brought an evil twin to double your displeasure! You'll have to defeat both cat-like fiends to win the battle. The battle will be easier if you concentrate on destroying one Natia at a time.

One Natia uses a whip while the other throws three knives. The easiest way to win is to target one Natia at a time.

After you've hurt Natia, wait for her to stop flashing before you strike again. Most foes use invincibility to counterattack.

VS. BAUGLAR

TARGET SCORE: 1,000

The four Gold Disks Princess Millian has fought so hard for are being used to resurrect Bauglar, possibly one of the vilest tyrants ever to rule a galaxy. It's up to Bomberman to stop Bauglar before he orders the Garadens to invade Planet Bomber.

The first part is easy—quickly jump and throw your bombs at Bauglar before he has a chance to charge and slide into you.

Continue jumping and throwing bombs at Bauglar's second form, but don't let his electrified clones push you into a corner.

Bauglar's third and final form is the toughest to defeat, but if you stay close he'll have a hard time hitting you.

Concentrate on bombing Bauglar's claw, then his laser gun, then finally his TV screen after his shields evaporate.

PLANET 6 GOSSICK

AREA 1: GOSSICK STAR

OUTER ROAD ► INNER ROAD ► VS. ????

You'll have to find all the Special Bombs and earn five Gold Medals before you'll be allowed on Gossick. The three advanced stages here are a little tougher than other areas, but earning your Gold Medals is the most difficult part of the game.

OUTER ROAD

TARGET SCORE: 4,000

You can fly low and avoid most of the enemies soaring above you in the narrow canyon, but you won't earn enough points to match the stage's target score.

You'll have to hit the bomb-dropping monsters twice to knock them out of the sky or try to fly above or around them.

If you're gunning for a UFO, you'll have to blast it three times to knock it out. It's impossible to destroy the laser cannons, so try to go around them.

Many targets are bait to lure you into a trap. Take out the missile launchers before you chase after the hovering UFO.

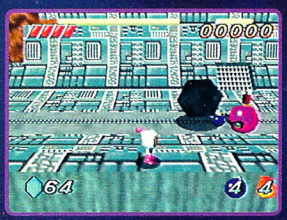
Halfway through the stage you'll be attacked by a beam weapon. This device can be blasted out of the sky in three shots. Shoot your bombs at the weapon and wait for it to stop flashing before you blast it a second and finally a third time.

GOAL

START

INNER ROAD
TARGET SCORE: 4,000

From the robotic enemies stalking you to the seemingly impossible jumps near the stage exit, Inner Road requires perfect timing and excellent, bomb-tossing aim. The safest method for completing this stage is to look before you leap and to blast anything that moves.



Wait for the boulders to roll up the wall before you run forward. These rocks slowly tumble from the left to the right, so keep moving or you'll be smashed.

Carefully jump to the red floating platform, then leap up to the yellow platform and the catapult to collect the Red Crystals and Gold Diamonds high above the stage.

After you've blasted across the three catapults, drop back down to the lower half of the stage and jump to the left to gather up all of the Blue Crystals.

Cartwheeling across the catapults is the easiest stretch on the Inner Road. You can jump down to the exit after you take a ride on the third catapult.

It's tempting to drop a bomb and blast the bad guys, but do it from a distance or you'll be burned by the chain reaction.

VS.????

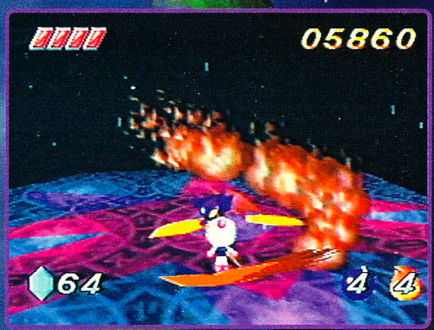
TARGET SCORE: 6,000

The being who planted all the Special Bombs throughout the game is the Evil Bomber! He's determined to stop you from telling anyone about his plot. Jump and throw your bombs at him before he has time to tuck in his wings and swoop down on you.

The Evil Bomber will slowly hover and turn as he lines up for his next dive-bomb run, giving you a prime opportunity to unleash a string of bombs around him.

You can easily step out of the way of the flame attacks, but the hot inferno will burn up any bombs you throw at your enemy.

If you stay alert, you'll be able to safely leap over the flying blue blades that spin outward during the Evil Bomber's devastating, tornado-style attack.



It's extremely difficult to dodge the Bomber's fire-wand attack, but if you have life energy to spare, you can trade blows by throwing a bomb inside his open cape as he hits you.

The Evil Bomber's bat-like wings double as a bomb-proof cape. Keep your distance and wait for him to spread his wings before you toss more bombs at him.

KENTUCKY
51

PORTS. PLAY FOX SPORTS

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MEMBER IDENTIFICATION #

BANJO-KAZOOIE

Cove Codes

You've been clamoring for more info on Banjo-Kazooie, so this month we have a few newly-discovered gems. To use these codes, you must play up to Treasure Trove Cove without transforming at Mumbo's Hut at all. Now collect the Jiggy in the Underwater Castle in Treasure Trove Cove. Enter the sand castle and use the Beak Buster to spell "CHEAT" on the floor tiles. Now spell any of the phrases below, leaving out the spaces between words.

Unlimited Eggs:
BANJO BEGS FOR PLENTY OF EGGS

Unlimited Red Feathers:
NOW YOU CAN FLY HIGH IN THE SKY

99 Mumbo Tokens:
DONT BE A DUMBO GO SEE MUMBO

Full Health:
AN ENERGY BAR TO GET YOU FAR

Unlimited Air:
GIVE THE BEAR LOTS OF AIR

Extra Lives:
LOTS OF GOES WITH MANY BANJOS

Enter these codes in the sand castle in Treasure Trove Cove.

If you misspell a code, exit the castle and start over. Remember to enter "CHEAT" first.

MISSION: IMPOSSIBLE

Mission More Likely

With these codes, your mission to stop a CIA mole will be even more fun, if not a tad less impossible. Enter all codes after choosing a difficulty level and before choosing a mission. Weapons come with 30 rounds of ammo, but weapon codes do not work in any stage in which you must knock out enemies, e.g., CIA Escape. Mode codes may prevent you from completing certain stages.

Pistol With Silencer:
top C, L, right C, left C, top C

9mm Pistol:
R, L, bottom C, top C, top C

Uzi Machine Gun:
right C, left C, right C, bottom C, R

Rocket Launcher:
R, L, left C, right C, bottom C

Little Kid Mode:
bottom C, top C, R, L, Z

Super-Speed Mode:
top C, Z, top C, Z, top C

Big Head Mode:
bottom C, R, top C, L, left C

If you enter a code correctly, you'll hear a voice say, "Ah, that's better."

We have more Mission: Impossible codes, so check back next month!

WORLD CUP 98

Creations Team

This code changes all of the members of the English team into Creations Software employees. Begin a game and select two teams, making sure one of them is England. Press the R button to access the Team Management options. Choose England, select the Customise Player option and change the first player's name to "BuryFC." Be sure to spell the name exactly as it appears, capital letters and all. If you enter it correctly, you'll hear a faint "swooshing" sound.

After you choose teams, change the name of the first English player to "BuryFC."

The English players' names will change, but their stats will remain the same.

F-1 WORLD GRAND PRIX

Hawaiian Track

To access the secret Hawaiian track, enter the Exhibition Mode and select "Driver Williams" and change his last name to "Vacation." Go back to the Start screen. The new tropical track will now be available in the Exhibition, Time Trial and Two-Player Modes.

Use the Control Stick, not the Control Pad, when editing the driver's name.

Ah, blue skies, cool breezes and the whine of high-powered engines!

MORTAL KOMBAT 4

More MK Mania

Last issue, we gave you the scoop on MK 4's Kombat Kodes. This month, we have a few more juicy cuts for your tourney fighting pleasure.

Secret Options

On the Options menu, highlight "Continues" and hold Run and Block until the screen changes. When the Fatality options are on, you can do a Fatality by pressing Down + High Punch at the right time.

Play As Meat

Begin an Arcade, 1-on-1 game. Using the "Group" option, defeat all the characters. Now choose any character. Meat looks like a skeleton but has the powers of the character you choose.

Play As Noob

To play as Noob Saibot, first activate the Secret Options. Now go to the Character Select screen and select the Hidden option. Now press Up, Up and Left, then press Run and Block simultaneously.

Play As Goro

To access Goro, start at the Secret Options Menu. Now go to the Character Select screen and select the Hidden option. Press Up, Up, Up and Left, then press Run and Block simultaneously.

Cool Clothes

To check out your character's wardrobe, first highlight your fave fighter on the Character Select screen. Now hold Start and press Block repeatedly to scroll through the various clothing choices.

Post-Season Party

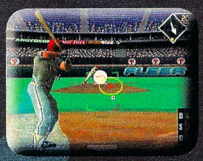
The World Series is just around the corner, and what better way to celebrate the post-season than with more codes for Acclaim's hi-res baseball bash!

Fat & Skinny

Type in ABBTNCSTLO on the Enter Cheat screen to make some players very skinny and others very fat.

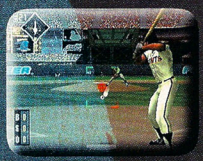
Big Baseball

To make the baseball very big, type in BBNSTRDS on the Enter Cheat screen. That thing takes up most of the strike zone!



Ssssss-mokin'!

If you type in GRTBLSFDST on the Enter Cheat screen, the ball will leave a smoke trail as it goes.

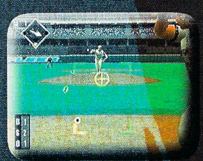


Lizard Team

In Kauffman Stadium (home of the Kansas City Royals), there are two signs in the stands that say, "Win A Lizard." If you hit one of the signs with a ball, your team will turn into lizards.

Slow Motion

This trick works in most any play mode. On the Options screen, set the batting camera to "Zoom." This will make the game run in slow motion.



Hidden Teams

To activate the Salt Lake Iguanas, the New York Sports and the Parts Unknown Pals, first begin an Exhibition game. On the Team Select screen, press top C, L and left C very quickly. If the code is entered correctly, you'll hear a "slap shot" sound. The teams will appear between the "Controller Pak" and "Anaheim" options.

The code must be entered very quickly and may take several tries.

You won't find these teams on any NHL roster, but they're terrors on the ice!

New Game Pieces

To access to a different set of game pieces, first complete all 16 Practice rounds. Once this is done, the background on the main menu will turn red. Now play every mode except Practice or Multiplay. If you receive an "OK" rating in all these modes, the game icons will flash green. Now you'll be able to choose between a default set (blue icon) and an alternate set (rubber duck icon) of game pieces.

Complete the Practice rounds to make the main menu background turn red.

Now try to get "OK" ratings in every mode except Practice and Multiplay.

CLASSIFIED INFORMATION

Clayful Combat

If Classified Info had an award for most codes in a tourney fighting game, Mortal Kombat 4 would walk away with this year's prize, hands-down. With this latest trio of tricks, however, Clayfighter: Sculptor's Cut looks like it could come in for a respectable second-place finish. If you find any more codes for any of our fighting friends, be sure to drop us a letter or an e-mail. We can't let MK 4 just waltz away with this year's record, now can we? Of course not!

Programmer Mode

This code allows you to select any character and view the action from above. On the Character Select screen, hold L and press A, B, A, B, A, B, left C, right C, top C, right C, left C and right C.

Auto-Play

To make the game play itself, go to the Character Select screen, hold L and press A, A, A, A, A, top C, bottom C, left C, left C, B, A and right C.

Color Change

On the Character Select screen, highlight the fighter of your choice, then press A or any of the C buttons to access a different-colored outfit. This trick works in one-player battles only.

New Course Codes

Offroad Challenge is arcade-style racing all the way, and these new vehicles and tracks will only add to the fun. Start your engines!

Flagstaff Track

On the Track Select screen, hold L and press Left on the Control Pad. If you do this correctly, you'll hear a ratcheting sound. Now highlight Mojave, hold Z and press A to access the Flagstaff track.

Guadalupe Track

To access the Guadalupe track, first go to the Track Select screen, hold R and press Down on the Control Pad. Now highlight the Vegas track, hold Z and press A.

El Cajon Track

On the Track Select screen, hold L and R and press Up on the Control Pad. Now highlight the El Paso course, hold Z and press A to access the El Cajon track.

More Vehicles

On the Vehicle Select screen, press any one of the following buttons to access a new vehicle: right C (The Crusher), bottom C (The Punisher), left C (Thunderbolt) or top C (Toyota 4x4 Monster).

If you have an awesome trick, password or code for our Classified Information files, drop us a line at the address at the right. For access to even more cool codes and tips, check out Nintendo's official web site at www.nintendo.com.

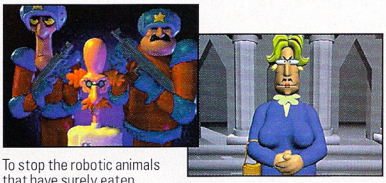
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

An intergalactic arkful of missile-firing, mine-laying robotic animals has seized control of a space station. If there's to be any hope of securing Silicon Valley's 25-plus environments and uncovering every bonus souvenir, you'll have to be as sly as a fox, as strong as a bear, as dirty as a rat...and as fluffy as a sheep.

©1998 DMA Design

Heroes for Hire

News flash! After being lost in space for over a thousand years, Space Station Silicon Valley has reemerged. The biolab was built with four ecosystems inhabited by robotic animals in an experiment to see how artificial life would get along in an artificial environment. Apparently, the answer is, "oops, not too well." The robo critters, ranging from camels with cannons for humps and hyenas souped up like hot rods to huskies that bark out missiles worse than their bites, have taken over the satellite. World President Mrs. Frank Bloke says our last hope of securing the station are heroes for hire Dan Danger and his cyborg sidekick Evo.



To stop the robotic animals that have surely eaten Professor Cheese and the space marines, World President Mrs. Frank Bloke has sent in Dan Danger. He's perhaps not the wisest choice, but then again, the prez doesn't have the best judgment considering she refuses to shave off her mustache.

Invasion of the Body Swapper

Update! Dan Danger and Evo have crashed their ship into the space station. All right, that was expected from the not-so-dynamic duo, so it doesn't really count as a big news scoop. How about this: In the crash, Evo's robotic body was dismembered, and all that remains is the cyborg's microchip brain. From his ship's control center, Dan plans to guide Evo's mobile chip so it can gain control of a robotic animal. Once in control of that animal, Dan will be able to use it to battle other bionic beasts in the hopes of gaining control of all of them.

For those who would have liked to have seen Banjo morph into even more animals in Banjo-Kazooie, Silicon Valley, with well over 40 critter transformations, may be their wish come true.

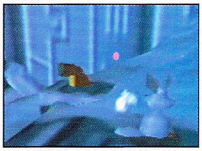
After defeating an animal, you can assume its identity or use its body as a step stool or as deadweight to keep switches activated.

Wrangling Animals and Items

This just in! Sprinkled throughout each area are 15 Power Cells that Evo must collect in preparation for the final battle. Also peppering the areas are energy spheres that will recharge Evo's battery. Dan, always scheming to make money, reports that he also wants Evo to seek out the gold souvenir in each area so he can turn a pretty penny hawking them back on earth.

Evo will have to defeat and inhabit a menagerie of animals to reach the 15 Power Cells strewn about each stage.

The glowing energy spheres will replenish some of Evo's energy. Many will be hidden inside of wooden crates.



Fulfilling a level's secret requirements will make the souvenir appear. Pages 64 and 65 detail how to uncover all 25.

Dan Danger's Dos & Don'ts

Euro Eden

Listen up, Evo! Smashing Start will be your first area of operation, and it's pretty basic, so I won't bore you with the details. Instead, I'll bore you with other stuff, like this tidbit: Animals never suspect their own species of turning on them, so blend in for a sneak attack. How I wish my sheep costume weren't at the dry cleaners so I could join in on the fun.

Dog/Racing Dog

A: Jump/Speed Burst B: Bite/Missiles

Sure, the racing dog is a turbo-powered, missile-packin' demon on wheels, but the basic breed can strike fear in the hearts of sheep, which will be handy for wrangling the woollies.

Racing Mouse

A: Speed Burst B: Tail Attack

This road rodent is just as fast as the racing dog, and, better yet, the B Button will make the mouse do a 180° so its pointy tail can make Swiss cheese of enemies.

Ram/Spring Ram

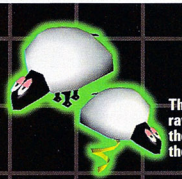
A: Jump B: Head Butt

Is it because rams can head-butt enemies, or because the springy varieties can pirouette into foes? Whatever it is about their charm, it makes sheep follow them wherever they go.

Rat

A: Toxic Mines B: Bite Attack

The wheeled rat's best weapon is the toxic mine, and the most effective way of luring incoming critters into the explosive is to place it while retreating.



Sheep/Springy Thing

A: Jump B: "Baah"

The basic sheep can float in the air across ravines and canyons if you press and hold the A Button. Springy things can't float, but they can reach greater heights by jumping.

Fox/Racing Fox

A: Jump/Teleport B: Bite/Tail Attack

Many animals also come in a superior, wheeled variety. The racing fox is not only faster than its four-legged counterpart, but it's also able to cross wide gaps via a slyly-timed teleport.

Bear

A: Grab 'n' Lob B: Bear Frenzy

Attack it from a distance, because the bear is Euro Eden's mightiest creature. Its strength will be particularly helpful for moving blocks to solve some of the area's puzzles.

King Rat

A: Ratty Smell B: Rat Army Attack

Like the ram, the king rat can persuade others in its species to follow it. The regal rat can also emit a suffocating stink cloud out its backside.

1: Have a Nice Day!

Sheep are dog-fearin' critters, so use the canine to corral the woolly robots into the pen. The most elusive one is island-hopping in the river. After herding the four sheep into the pen, touch the switch (the blue ball) to trap them behind the electric fence.

2: Honeymoon Lagoon

To deactivate the Big Machine, nudge the four switches at its base. Nab the Power Cells the machine spits out in its dying breath and quickly drive over the floor panels to briefly light them. When all four are lit at once, the electric fence will deactivate.

3: The Battery Farm

The animals at your immediate disposal have close-combat abilities, and the racing dog's missiles will keep you from getting too near. A falling bale of hay should fix that. Wait for the dog to drive between the bales, then hit the switch to flatten the mutt.

Four Power Cells will sprout in the barren garden beside the barn. Water the area by floating the sheep off the ridge overlooking the river and garden. Glide to the spigot on the island, then turn on the tap. When the melons sprout, touch them to hatch the Power Cells.

4: Rocky Hard Place

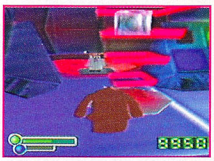
As long as it's pushed down, the switch controlling the electric fence will stay activated. Use a sheep to weigh down the switch. Use the fox to defeat the ewe, then leapfrog from body to body inching your way to the switch with every body swap.

5: Fat Bear Mountain

The easiest way to put the dog out of commission is to sit back and let the ram do the fighting. Find the ram on top of the icy ramp, then let it chase you. If you flee to the dog's area, the ram will shift its focus onto the dog, and the two will duke it out.

To reach the exit teleporter, take over a sheep, then dive into the sheep dip pool. Push the floating blocks into a line extending from the poolside to the island. From dry land, float and hop across your makeshift bridge to the teleporter.

6: The Engine Room



The late professor holds the key-card, but no animal can survive the acid bath that surrounds his island. To bring him closer inland, inhabit the bear, grab the glass block near the entrance, then drop it onto the glowing red switch in front of the scientist.

7: Stinky Sewers

The fox can reach the scientist's keycard, but you'll have to defeat the critter using a rat. It'll take quite a few mines to make the fox malfunction, so lay your mines next to the drums of toxic chemicals to get more bang out of your bomb.

To activate the second of the Big Taps, use the four-legged dog. Unleash the hound in the pool so you can doggy-paddle in the water to rearrange the floating debris. Create a bridge, then cross the water to activate the water pump on the opposite side.

8: Rat-O-Matic

As king rat, lead your rodents to the foxes, then let the armies rumble. Spritz the war zone with your stink attack to rub the foxes' noses in the smell of defeat. Since a normal rat is faster than royalty, you may want to switch animals during battle.

You can zip across gaps by using the fox's teleport to warp while in midair. The fox will warp a split second after you hit the A Button, so press it right before driving off an edge, such as the end of the bathroom ramp that leads to the tabletop switch.

Dan Danger's Dos & Don'ts

Arctic Kingdom

Evo! We're smack-dab in the arctic reaches of the space station! You know how I dread winter—the animals have poor traction, and I'll be forced to relive memories of licking a frozen flagpole. Tastes like chicken, my heroic bum! What should instead be remembered is that the husky—one of your biggest threats—has trouble going uphill, while penguins handle quite nicely in the snow.

Penguin

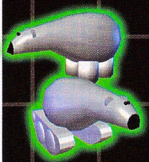
A: Jump B: Snow Balls

The penguin has a hidden talent that's revealed with the A Button. Leap off a cliff, then hold A. A red parachute will sprout from the bird's head enabling it to drift in the air.

Walrus

A: Speed Boost B: Homing Missiles

For a snaggletoothed blob of blubber, the walrus can be an attractive animal to use. Its missiles will home in on targets, and it travels quickly and handles well in water.



Polar Bear / Polar Bear Tank

A: Ice Thump/Bombs B: Hide/Mines

While the basic variety of bear resorts to rolling into a ball, its more dreaded and treaded cousin, the polar bear tank, is armed with a cannon, albeit a slow-firing one.

King Penguin

A: Jump B: Penguin Attack

Regular penguins can't fly, so maybe that's why they made this one king. Hit the A Button to activate its bursts of hover power, and be sure your energy meter doesn't run out.

Husky/Ski Husky

A: Jump/Speed Boost B: Frenzy/Missiles

Neither breed of husky has traction fit for snow. In the case of the ski husky, push the Control Stick forward while firing to counteract the recoil's kickback.

Rabbit/Heli-rabbit

A: Jump/Fly B: Thump Attack/Bomb

Hopping is the garden-variety rabbit's only way of getting around, and bouncing onto items to collect them can be difficult. Pinpoint your landing by watching your shadow.

Seagull

A: Fly B: Claw

The gull is ideal transportation. Its gift of flight is the quick fix for going from point A to point B, and its claws can carry animal bodies from here to there.

Cool Cod

A: Swim B: Jump

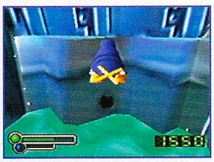
The B Button will make the cod jump out of the water, and a quick follow-up tap will extend the fish's leap. Just don't beach it, or it'll be the end of the line, hook and sinker.

1: Snow Joke

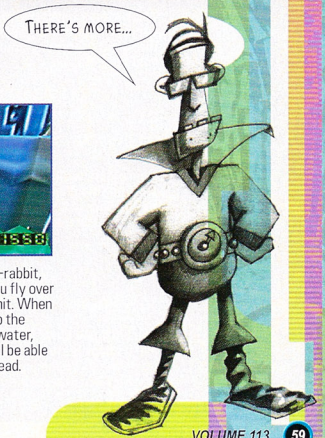
The prime location for unleashing a long-range attack is anywhere that's above your enemy. From atop a hill, your penguin can defeat a husky below if you lob snowballs onto the pooch. Since the dogs have trouble scaling the slopes, you'll be safe on your perch.

2: Ice 'n' Easy Does It

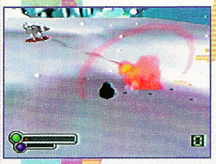
The bunny is no match for the three walruses, so free the heli-rabbit frozen in the block of ice. Thump the ground to shatter the cube, then take flight to mount your air strike. Expect the walruses to change direction when they slide into a snow bank.



As you're piloting your heli-rabbit, drop your bombs before you fly over a walrus to score a direct hit. When you are the walrus, race up the ramp to jump over the icy water, and, koo-koo-kachoo, you'll be able to bag the final scientist head.



3: Penguin Playpen



As a penguin, you'll face the polar bear. Rather than risk life and flipper throwing snowballs at the tank, ride the elevator and lure the ski husky to the bear. When it skis down and catches sight of the bear, they'll fight amongst themselves.

Use the gull to pick up a penguin. Drop it on one of the switches surrounding the statue. Repeat the process until a penguin is weighing down each of the four switches that will enable you to "get rid of that stupid statue."

4: Pinball Blizzard

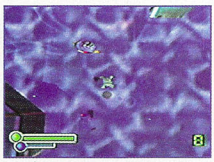
To reach the Power Cells that chill inside the ice cubes, take over a polar bear, then hop onto the metal railway that leads to the frozen blocks. Roll up into a snowball, then let the sliding platform shoot you like a pinball into the cubes.

Once you've collected all of the musical notes, head to the piano. The keyboard will play its song, highlighting the keys as they sound off. Play Simon Says with the piano to duplicate its song and activate the exit teleporter.

5: Hoppa Choppa

The penguin you start out as can't jump high enough to reach the king penguin on the ledge. Reach your leader by hopping up the textured path leading up the mountain, then leap off the cliff's highest point. As soon as you jump, hold the A Button to open your parachute and glide to your goal.

6: Something Fishy



When your cod pushes the switch on the pillar, a mine will drop into the water. Using the Control Stick, guide the mine into the circling walrus to short-circuit it. Watch for the walrus's shadow in the water to anticipate the buck-toothed blubberbag's arrival.

Dan Danger's Dos & Don'ts

Jungle Safari

It's a jungle out there, Evo, so I'll tell you that the elephant is always ready for a trip because it always has its trunk with it. Ha! Ha! Get it? I got a million of 'em! Here's another gem: The elephant's spray is effective at distant targets only, so you can get in its face while its fountain arcs over you, missing you entirely. Okay, that last one wasn't funny, but it sorta makes ya think.

Tortoise Tank

A: Hot Shots B: Hide

The tortoise tank's missiles are one of the easiest projectile weapons to aim. To bring up the turtle's targeting crosshairs, press and hold the Z Button.

Elephant

A: Water Spray B: Grab 'n' Lob

The elephant's talented trunk can carry things as well as shoot them. The pachyderm's spray won't hit point-blank targets, so keep your distance when spewing.

Hyena/Hyena Biker

A: Jump/Speed Boost B: Laugh/Missiles

Stun others with the hyena's contagious laughter until your energy is depleted halfway. Before your victim can compose itself, your meter will be ready for another round of ribbing.

Piranha

A: Swim B: Bite

Unlike the cool cod, the piranha can attack but can't jump. As aggressive as it may be, it fears air, since it will flounder, usually fatally, when it's out of water.

Hippo

A: Snort B: Sticky Mines

The big hippo plays a small role in the jungle, and its best feature is its weight. Because of its generous poundage, the hippo won't float in water like other creatures.

Parrot

A: Flight B: Dive Bomb

The parrot takes flight in Jungle Doldrums, and it will attack using its dive bomb. As the hyena, leap out of its way, then jump to aim your laugh attack in its direction.

Racing Turtle

A: Speed Boost B: Shell Attack

To use the racing turtle's attack, drive toward your victim, then hit the B Button to retreat into your shell. By letting your momentum carry you, you'll be able to ram enemies.

Gorilla

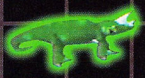
A: Jump B: Grab 'n' Lob

After jumping, quickly press the A Button again to execute the gorilla's spin attack. Use it to land on enemies or catch more air while jumping.

Lion

A: Jump B: Roar Attack

Use the roar attack on enemies such as the gorilla in Weight for It! Follow the ape while holding the B Button to let it know who's king of the jungle.



Chameleon

A: Tongue Attack B: Stealth

The chameleon's tongue attack works only in close combat, so you'll have to use its stealth to get within range. Hold the A Button while walking to sneak in for the lick.

1: Jungle Japes

The turtle may seem to be at a disadvantage because it is much smaller than the elephant, but it turns out the tortoise's tiny size can keep it out of the pachyderm's shooting range. By driving under the trunk, the shell on wheels can safely shoot the elephant.

2: Jungle Doldrums

Near the elephant and tortoise boils a pit of lava. Though it appears uncrossable, the gap has an invisible bridge traversing it. To figure out where the zig-zagging bridge is, switch on the rain or shoot the turtle's missiles to see if they land on the transparent surface.

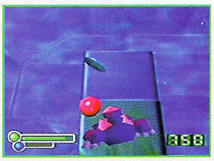
3: Swamp of Eternal Stench

The swamp of poo has flooded the area and covered the road leading to dry land. To avoid sinking in the muck, drive in a straight line to the signs and trees, and reverse direction as soon as your turtle begins to tip forward.

Toggle the Control Stick back and forth and build your momentum to swing from vine to vine. When your ape's vine is close to another, press the A Button to leap to it. Some vines will be far apart, so hold the A Button to catch more air with your aerial spin.

4: Weight for It!

Your ape must bring a box to the waterfall's ledge so it can make it over the wall. To get the box there, place it on the platform in the tree, then place a box, boulder or animal on the grassy hill's platform, which will lower and in turn raise the tree's platform.



Behind the wall by the waterfall swims a piranha. To beach it, activate the switch when the fish swims in front of it. When the submerged platform takes the fish to the surface, the piranha will begin to short-circuit in the open air.

5: Jungle Jumps

Using the chameleon's stealth attack, sneak up on the hyena bikers, then lick them with the tongue attack. The elephant, with its weak, point-blank attacks and far-spewing spray, also makes a good foil for the bikers, since the hyenas avoid close combat.

As the hyena, drive along the upper ridge to the end of the line. Face the tree to the right, then race off the ramp. Steering clear of the trunk, land on the leafy platform, then boost to the ledge across the way to seize a gorilla.

Desert Adventure

I'd join you in the burning desert, Evo, but you know how sensitive my pasty skin can be—that's why it's only the finest blends in polyester pantsuits for me. But enough about my mysterious allure, and more about your mission. The scorpions are the desert's most dreaded inhabitants. Attack them from high, distant ground, then become one to mount a sneak attack on the other unsuspecting scorps.

Camel/Cannon Camel

A: Jump/Hot Shots B: Spit/Mirage

The cannon camel has quite a bit of firepower stored in its hump, but its cannon rotates slowly and takes a while before it repositions its aim where the camel is facing.

Vulture

A: Fly B: Grab 'n' Lob

The vulture is a scavenger rather than a predator, so its claws can grab rather than fight. The bird is perfect for carrying on carrion, like other animals to other destinations.

Desert Fox/Armed Fox

A: Jump B: Spin/ Hot Shot

The foxes don't take to water very well. An easy way to avoid getting soaked in the river in the Shifting Sands stage is to use the fox's tail spin to skip across the water.

Scorpion

A: Claw Attack B: Lightning

Aside from the occasional dinosaur, scorpion is the most feared animal in the desert. It's lightning attack zaps faraway targets, so take to high ground to attack it.

Kangaroo/Pogo Kangaroo

A: Jump B: Punch/ Boomerang

The boxing wallaby packs a wallop with its punches, but you can throw them only in bursts, since a quick one-two speedily depletes your energy meter.

1: Fun in the Sun

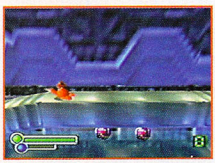
To activate the elevator that travels to the top of the oil well, hop on the block that's pumping up and down. Once you've turned it on, ride the lift to the top, then hop to the smoking pillars. Immediately after a stack puffs out a plume of smoke, fire will shoot out.

2: Hot Cross Buns

Only the vulture can get past the spike-filled pit, but you'll need to get the foxes and camel to the other side to complete your mission. Using the vulture, fly each animal one-by-one to the other side.

3: Sting in the Tail

Charge in to tail-whip a scorpion, then retreat so you're out of its range. Once you've defeated one, become it to sneak up on the other scorpions. Many of them will patrol a set path, so station yourself at a safe spot and zap them when their backs are turned.



The fox can reach most of the Power Cells, but only the vulture can safely swoop up the ones floating under the bridge. While the vulture can reach the sky-high teleporter, only the fox can fit into the opening, so use the bird to fly the critter to the exit.

4: Borassic Park

The dinosaurs will peek their heads out of the holes in the ground like groundhogs. The only differences are that they're prehistoric beasts, they can't predict the arrival of spring, and they breathe fire. Jump often when in their vicinity.

To jump across the fossilized ribs, your kangaroo will have to consider the wind. At the first pair of bones, wait for the wind to stop before attempting to jump the gap. For the next two rib pairs, ride the wind to boost across.

5: Whirlwind Tour

To pass the crosswinds and make it to the bridge, face the platform, then line your camel up with the connecting pathway. Teleport to the path as the gusts begin to die down, approach the metal bridge, then let the wind lift you up to it.

The vulture's weak flapping power makes reaching the exit teleporter on top of the mountain an ordeal. Gradually gain altitude by flying from pillar to taller pillar, reach the one between the side of the area and the mountain.

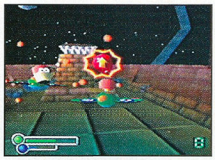
6: Shifting Sands

Every time you enter the red-and-white tent, it will cause the wind to blow the desert sand against or away from the pillars. Jump on the ledge's pillars to raise the clearing's pillars and revisit the tent until you're able to hop to the kangaroos.

As the kangaroo, bounce across the pillars until you reach the one in front of the circling vulture's air space. The bird is above you, so leap to shoot it. If you launch your boomerang as you're about to land, your projectile should be on target.

Do-It-Yourself Android Repair

After completing every mission in an ecosystem, Evo will have a chance to recover a piece of its robotic shell suit that has been scattered across the space station. Each of the four bonus levels will be a skill contest requiring Evo to compete by either dogfighting, racing, sharpshooting or boxing to win back its body parts.



In Euro Eden, you'll dogfight with other canine fighter planes. Once the fox squadron comes out, you'll be able to fly in the red side-trench to recharge your power.

To win Arctic Kingdom's Walrace 64, drive through the starting line so the race doesn't officially start. Scout the course, and practice turning as you drive into the boost balls.

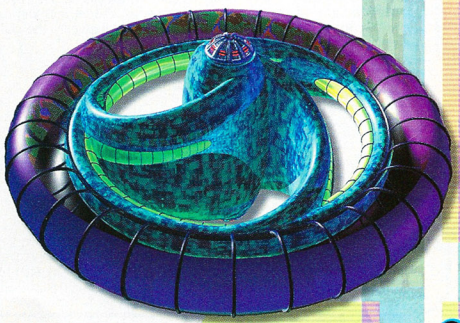
In the Jungle Safari's bonus round, Dan will pilot a gun that travels along a rail extending through a jungle temple. The path and speed of travel is fixed, but the gun can rotate.

In the desert, knock out the cannon camel by following it on the outside of its circling path. To beat the kangaroo, wait for it to exhaust its punching flurry before attacking.

Animals, Animals Everywhere

According to the latest reports, the earth has been shrunken by the brain living inside the central hub of Silicon Valley. The space station has crash-landed on earth, and the animals, now gigantic compared to our newly shrunken state, have run amuck in our city. Hey! Will someone please keep that skyscraper-sized dog away from that fire hydrant!

With Evo fully reassembled, you'll have minutes to shoot frogs, rats, mice, foxes, dogs and the other animals on the loose. Military vehicles will also be on the scene, but avoid shooting them, since they're on your side, and friendly fire isn't really considered very friendly at all.



Shopping for Souvenirs

Who'd have guessed that Dan could be resourceful? To turn a quick profit, Dan is securing the space station while hunting down souvenirs to sell back on earth. Evo will usually have to fulfill a special requirement to reach the bonus souvenir hidden in each level.

A: Euro Eden

1: Have a Nice Day!

Park your mouse on the black-and-white checkerboard to challenge the dog to a race around the lake. Your speed boost will help you keep the lead, and if you're the first across the finish line, you'll win the gold souvenir.

2: Honeymoon Lagoon

Float or drive through all of the blue rings in the area. After passing through the fifth one, the souvenir will emerge in the hillside cave near the teleporter.

3: The Battery Farm

As the dog, shoot every animal in the area to make the souvenir appear in the chimney, then claim it by floating the sheep from hedge to doghouse to rooftop.

4: Rocky Hard Place

The ram can bounce to the souvenir above the exit if you shut off the gravity. To reach the switch, fly a sheep to the fox's floating platform. Glide wide to the right to avoid the gusts, land by the fox, then float to the switch.

5: Fat Bear Mountain

If you're quick enough, you can simultaneously activate the trio of switches using the mouse. If not, use the ram to lure the sheep to the switches. When they arrive, they'll each trip a switch to summon the souvenir.

6: The Engine Room

Go ballistic with the dog by blasting every computer terminal in the level. Once you've crashed all of the mainframes, commandeer a rat and enter its hole in the wall to collect the souvenir that will appear inside.

7: Stinky Sewers

Do not try this at home: eat all the poop in the sewers to win a prize. To dine on the droppings, park your rat by a pile, then press the B Button to let your rodent do the dirty work.

8: Rat-O-Matic

Before you can snag the flaming souvenir on the crate, you must first extinguish it. Push the pink can next to the box and blow it up with rat mines. Become the fox, then teleport to the box as you launch from the nearby ramp.

B: Arctic Kingdom

1: Snow Joke

Flip the light switch in the nook below the wooden bridge. With the lights out, bunny-hop onto the orange platform across the way. Once you're aboard, the platform will transport you to the souvenir on the mountainside.

2: Ice 'n' Easy Does It

Mount an air strike against the three walruses racing around the igloo area. If your heli-rabbit can blast all three into oblivion, you'll earn a souvenir.

3: Penguin Playpen

Hurl the penguin's snowballs at the cod. When you've destroyed all three fish, the souvenir will appear on a ledge that only the gull can reach.

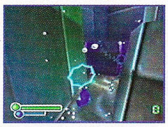
4: Pinball Blizzard

If you approach any lone penguins as their king, they'll whistle. After meeting all six song birds, head to the piano lounge. Start the recorder, then play their song on the keyboard to serenade the souvenir into the open.

5: Hoppa Choppa

In a cruel twist of fate, you must slaughter the very bunnies you were protecting during your mission. Enter their sanctuary that also conceals the exit teleporter, then declare open season on rabbits with a shooting spree.

6: Something Fishy



When you swim through a blue ring, it will disappear, only to reappear several seconds later. Rapidly tap the A Button to race through all six hoops before they reappear. If all goes swimmingly, you'll soak up a souvenir.

C: Jungle Safari

1: Jungle Japes

Use the elephant to transport the three round boulders to the three craters at the bottom of the hill. Only the boulder in the middle is too large for the elephant to carry in its trunk, so move it by pushing it.

2: Jungle Doldrums

After defeating the bird, inhabit its fine, feathered body to fly back to the tree growing by the entrance teleporter. Soar to its upper branches where you'll find the souvenir nestled near the top.

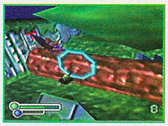
3: Swamp of Eternal Stench

The sewer pipes aren't just the source of the polluted muck in the Swamp of Eternal Stench. Inside one of the pipes you'll find a souvenir.

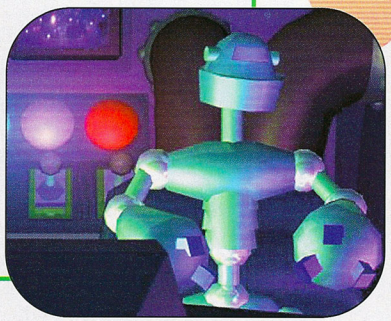
4: Weight for It!

Take over the gorilla by defeating it with the lion. When you go ape, pick up the boulders and toss them through the red rings nearby. You'll win your prize by dunking a rock into every ring.

5: Jungle Jumps



To win the souvenir, hijack a hyena biker, then race it through the floating blue rings. Catch more air after speeding off a ramp by firing your speed boosts on the approach.



D: Derert Adventure

1: Fun in the Sun

By defeating the foxes patrolling the oil refinery behind the giant doors, you'll cause the souvenir to materialize. Before you can enter, use the camel to push the block in front of the door so your fox can reach refinery entrance.

2: Hot Cross Buns

Blast all the scorpions, then use the vulture to drop their bodies into the swirling oasis. For each body deposited into the vortex, the whirlpool will spit out a silver scorpion. Collect them all to earn the souvenir.

3: Sting in the Tail

Ridding Sting in the Tail of all its scorpions can be a sizable feat, and a souvenir is the fitting reward. Fight fire with fire by fighting as a scorpion, and zap your fellow pests from behind when you're on high ground.

4: Borassic Park

Using the kangaroo, hop to the dinosaur skull and punch out its three teeth. Instead of a dental bill, you'll receive a souvenir for your destructive efforts.

5: Whirlwind Tour

Like Sting in the Tail, Whirlwind Tour will reward you with a souvenir if you defeat all of the scorpions. Many of them will patrol a regular path rather than roam freely, so you can easily stalk them if you're a scorpion.

6: Shifting Sands

Tiny whirlwinds blow about the sunken area with the four white columns, and they'll kick up brown dust clouds. To summon the souvenir, stomp out every dust cloud that pops up.

twisted EDGE™
extreme snowboarding

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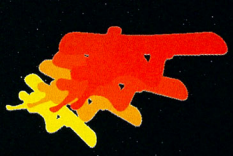
Scheduled for release this fall, Midway's cool snowboard racing game is guaranteed to thrill alpine racing fans. The expanding race courses, hidden snowboards and changing rival riders give gamers something to look forward to each time they click into their bindings and shove off from the starting gate.

SPORTS

EXTREMELY BOARD

Twisted Edge may remind you of 1080° Snowboarding, but this new title from Boss Studios is strictly alpine—no grinding your board on paved roads, rock walls or other weird stuff. The coolest feature in the game is the expanding tracks. As you progress through the difficulty levels in Competition Mode, the courses will extend so that you can cut trails through new terrain whenever you push your skills to the next level.



RIDERS ON THE EDGE

You'll have a choice of four racers to use when you first start playing Twisted Edge Snowboarding, but as you complete the advanced levels in Competition Mode, the game will add faster racers to the field. The heaviest riders often reach the finish line first.

GANZ SCHNEIDER

Ganz may brag about his precision and control, but anyone watching his technique will realize that this cocky shredder's skills are good in everything but outstanding in nothing.

SILVIA MARTINIQUE

Let the boys talk—Silvia lets her mid-air moves do the talking when she busts out serious stunts on the course. Her Agility and Skill rankings are the highest in the Novice Competition group.

RYO ICHIJO

For a Novice, Ryo has great Agility, Skill and Stamina, but his light weight keeps him slow off the starting line and out of the corners. He'll hold his own on the narrow, twisting courses.

KEVIN ARMSTRONG

Kevin is the heavyweight in the Novice group, and most beginners will find that he's the ideal pick for the early courses and moving up to Intermediate.

BEN POVEY

At age 28, Ben is one of the senior citizens on the circuit, but he is agile enough to slam-dunk any punk half his age. Ben's stamina keeps him in contention during long, thigh-burning runs.

NIENO FERRARO

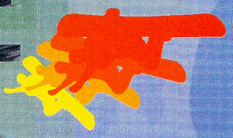
Despite her slim build, Nieno Ferraro is one of the fastest racers on any course. Her superb balance and turning skills keep her in front of the pack and usually in the top two finishers.

DOUG BORETH

Canadian Doug Boreth is a closer, a racer with the special gift of being able to kick it on the final stretch and squeeze by you at the finish line. Beware of Doug when you're the lead dog.

TOK TOKAREV

Towering Tok is built to rock the worlds of Ganz, Silvia and Ryo, but this purple-haired Russian is strictly minor-league material against heavy shredders like Doug, Nieno, Kevin and Ben.



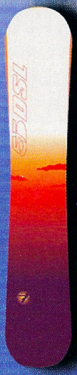
BUILT TO FLY

The snowboards in Twisted Edge are tuned to match your rider's skill level and build. The boards are ranked according to Edge Control, Flex, Length and Stability, but it's up to you to match the right rider. You'll uncover more boards as you complete Competition Mode.

55dsl MIAOUUU

The MIAOUUU model is a long board with great Stability, but it's hard to hold a turn on hard, icy surfaces with it.

55dsl MOAIII



The MOAIII is a long, well-balanced board with better Edge Control than most of the designs you'll find in the game.

55dsl BOCIA

There's no better way to catch big air than on a Bocia board. This ride has the highest Flex rating possible.

55DSL LOGO

The Logo has tremendous Stability, which is perfect for riders looking to land on their feet after cliff jumps.

BONUS BOARDS

The bonus boards have the best Flex, Stability and Edge Control ratings in the game, but you'll have to win races to earn them.

FOUR WAYS TO SHRED

If you're a hot rider, you'll eventually discover that there are seven tracks for the four modes in Twisted Edge. To open all of the courses hidden in the game, you'll have to place first in all of the races in all five difficulty levels in Competition Mode.

COMPETITION

Competition Mode is the main game in Twisted Edge. As you advance through the skill levels, you'll take on the fastest riders and test drive the best boards in the game.

The Novice courses in Competition Mode are short, but the finish line is further down the mountain in the Expert races.

In addition to racing for top honors in Competition Mode, you can score stunt points for every spin and grab.

VS. RACE

If you're itching for a race against a friend, Vs. Race Mode is for you. The two-player option lets players pick duplicate boards and riders, so the loser won't have any excuses.

Vs. Race Mode uses a vertical, split-screen perspective. You won't have a wide-angle view, so watch out for obstacles through the turns.

If you have a shorter board than your opponent, try doing a series of stunts off the jumps to earn a few extra speed boosts.

PRACTICE

Practice Mode is the place to be when you're trying to find the perfect line down the mountain. Test your skills against a ghost rider representing your fastest run.

There are no top times or target scores to beat in Practice Mode, which makes it the ideal place to test your board and to analyze your rider's strengths and weaknesses.

STUNT CHALLENGE

To move on to the next course in Stunt Challenge, you'll need to match or surpass the Stunt Point Target Score. The fastest way to do this is to learn stunt combos.

Stunt Challenge features the same tracks you'll find in Competition Mode, except now you'll be on the course alone. Catch lots of air off the big jumps so you can bolster your score with stunt combos.

TAKE IT TO A NEW LEVEL

Competition Mode has five difficulty levels: Novice, Intermediate, Expert, Master and Twisted. You'll have to lead in racing points in the difficulty levels to move up to Expert, but then you'll need to place first in every race to qualify for Master and Twisted.

NOVICE

Twisted Edge's Novice circuit features three races against the easiest riders in the game. Select Kevin Armstrong and the Logo Board to leave the slow pokes in your powder.

INTERMEDIATE

The four-race Intermediate circuit introduces the tight turns in Twisty Canyon. If you find yourself sliding off the course, try switching to the better edges of the MOAIII Board.

EXPERT

Two new, fast rivals will compete against you in the five long courses on the Expert Circuit. Consider switching to England's Ben Povey to capitalize on his excellent stamina.

TWISTED TRACKS

The fastest way down the hill is often a shortcut or a great line through a tight turn, so we've given you maps for finding your way down six courses. The red dots point to the finish line for Novice-, Intermediate- and Expert-level courses.

EASY SLIDER

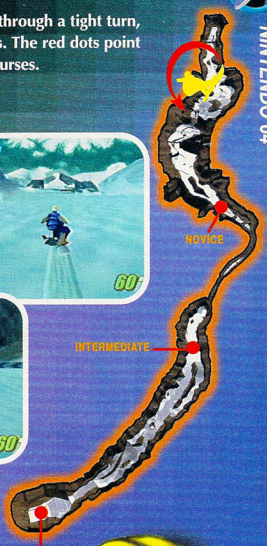
Easy Slider is an open course with few twists or turns, which means it will be tough shredding against supreme tuckers like Doug Boreth and Ben Povey. Try creating your own shortcuts by jumping over the race barriers.

The fastest way to leap out to an early lead on Easy Slider is to whip out a stunt combo off the first jump on the course.

SHORTCUT

Your rivals will run a close race on this cruiser run. You can straighten out the curves in the course by jumping over the barriers that zigzag across the slopes.

Easy Slider's Expert track extends far beyond the Novice finish gates, winding through a long, slippery snow tunnel before finishing at an incredible big-air jump.



TWISTY CANYON

Racing between the narrow walls of Twisty Canyon wouldn't be bad if you didn't have to contend with three other riders pushing each other out of the way. Grab an early lead to avoid costly collisions.

Memorize your surroundings. The limited visibility in Twisty Canyon makes it difficult to anticipate sharp turns on the course.

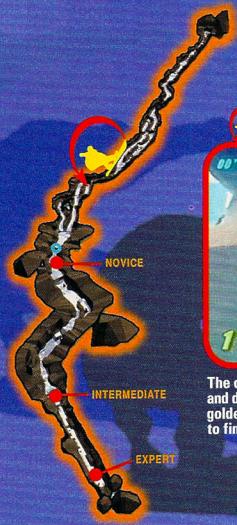
It's tempting to pull multiple stunt combos off this huge jump, but if you spin too far, you'll smash into the canyon walls.

This barrier is almost a foggy blur at 60 MPH, but if you can react in time to lean left, you'll save precious seconds.

You'll vault off a cliff just in front of the Intermediate finish gate. Watch out for other riders sneaking up on the right.

SHORTCUT

The course down Twisty Canyon splits and divides in several places, but the golden rule is always to take the left trail to find the shortest way to the finish line.



SPLASH DOWN

The upper half of Splash Down resembles a snowboarding halfpipe, but the lower section winds through an abandoned pipeline. You'll find the trickiest turn at the top of a waterfall.

You'll avoid the sliding racers if you ride along the top of the halfpipe, but the heavy snow will probably slow you down.

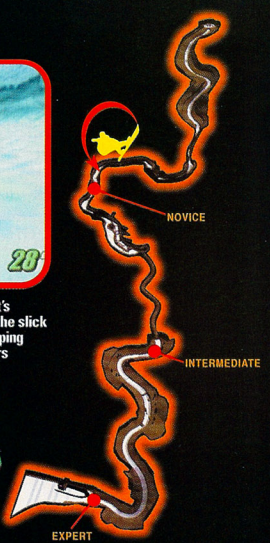
Riding across the snowcat tracks will throw you into the air. Save yourself time and trouble by hopping over the tracks.

Reduce your speed and turn sharply towards the left wall to avoid wiping out on the turn above the frozen waterfall.

The Intermediate and Expert tracks wind through a pipe. Keep your speed up by scraping along the bottom of the tube.

SHORTCUT

Ice isn't nice in Twisted Edge, and it's almost impossible to cut a turn on the slick surface. Keep up your speed by hopping over the frozen creek that meanders through Splash Down.



FUNKY TOWN

Trust us on this one—you'll find a burg called Funky Town, but you won't ride down the middle of the streets until you place first on all the Expert courses in Competition Mode.

You'll catch big air on the jump in front of the starting gate, but if you blow the landing you'll never catch up to your rivals.

The trick to maintaining your speed in the ice cave is to minimize your turning and stay off your snowboard's edges.

Jump right and take the inside turn on the other side of the ice tunnel. This move will keep you out in front of the pack.

You'll find a hole in the rope bridge if you qualify for the Expert level. Take the plunge to ride through the mine shaft.

SHORTCUT

You'll strike racing gold if you take the right tunnel in the mine shaft. The easiest way to remember is to tell yourself that turning left is for losers.

GLACIER GULCH

Aw chute! At least that's what you'll be screaming when you pound the jumps on this steep course. Dodge the weaving riders along the winding, narrow sections of the track.

Glacier Gulch has plenty of places to catch air for stunts, but the easiest jumps are the ones with open landing areas.

The Gulch demands precise edge control. Riders with the Logo and MOAIII boards will feel no pain through the turns.

You'll save yourself from a fall if you take a jumpstraight, especially since the course often twists on the other side.

It's easy to steer the wrong way and miss a blind turn. You'll have more time to react if you ride in the middle of the chutes.

BIG JUMP

Big Jump starts with an adrenaline-rush free fall from the open door of a hovering helicopter and finishes with an Olympic-sized ramp that drops you in front of the lodge.

Because Big Jump is a stunt course, you won't have to worry about racers hitting you as you leap from the helicopter.

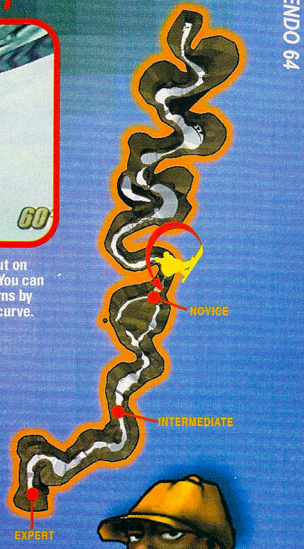
Mix up your stunts in the air to score hundreds of points. You won't earn a combo by repeating stunt moves.

The two middle jumps will launch you high enough to do spins. Try doing quick grabs on other parts of the track.

The more air you catch, the more time you'll have to whip through three-, four- or even five-stunt combos.

SHORTCUT

Your competitors often swing out on turns throughout Glacier Gulch. You can take advantage of their wide turns by seizing the inside lane on every curve.



HINT

Watch the clock in the lower-left corner of the screen in Stunt Challenge. Any stunts you perform after time runs out will not add to your score.

TWISTED MOVES

Twisted Edge Snowboarding is packed with moves, but it's important to remember that you won't earn a point for a stunt unless you convincingly stomp the landing. Unlike 1080° Snowboarding, none of the riders are limited to certain tricks. Anyone can make these moves.

NOSE GRAB	R	This is the easiest grab in the game. Riders use their front hands to grab the tips of their boards.
PALMER AIR	R+↑	Riders grab their boards by the nose with their front hands and pull them across their bodies.
TAIL GRAB	Z	The Tail Grab is a quick and easy move. Riders use their rear hands to grab the backs of their boards.
TWEEKED TAIL GRAB	Z+↑	Riders grab the tails of their snowboards with their rear hands while their knees are bent.
INDY GRAB	LEFT C	This is a bent-leg move. Riders grab the toe edges between their bindings with their rear hands.
CRAIL AIR	LEFT C+↑	For this grab, riders grip the toe edges with their rear hands while keeping their rear legs straight.
SPIN	↑+A	The more air riders catch, the more rotations they can add to their spins, all the way up to a 1080°.
MELANCHOLY	↓+LEFT C	In this move, riders reach behind their front legs and grab the heel edge between the bindings.
BACK FLIP	↑+↓+A	This backward cartwheel demands plenty of air-space or the riders will land on their heads.
MISTY FLIP	↓+↖◡+B	This is a inverted backside 540°. The move is called a McTwist if it is launched inside a halfpipe.
EGGFLIP	↑+↓+↑+A	Instead of doing a 180° to turn around, riders flip over, switching from riding forward to fakie.
CROSS BONE METHOD AIR	↑+LEFT C	Riders grab their boards' heel edges with their front hands while keeping their back legs straight.
ROCKET AIR	LEFT C+↑	While using their front hands to grab their vertical toe edges, riders keep their rear legs straight.
TAIL POKE	Z+↻	Riders keep their rear legs straight as they push their snowboards out and away from their bodies.
SAD KEN	↑+R	This move is a combined Nose Grab and Rocket. Riders grab their vertical boards by the nose.
INDY NOSE BONE	↓+B	This move looks like the Indy Grab, except the riders' knees are "boned," or perfectly straight.
STALEFISH AIR	↑+Z	Riders keep their knees straight and grab the heel edges behind their legs with their rear hands.
FRESH FISH	↓+R	This is a backside Stalefish. Riders grab behind their straight legs with their rear hands.
TUNA SALAD	↓+Z	The Tuna Salad looks like a Stalefish, except the riders' knees are severely "tweaked," or bent.
STIFFY	B+↑	No bent knees here—the riders' legs remain straight as they reach down and grab their boards.

FLY LOW, SCORE HIGH

It's easy to talk about what a stunt looks like, but there are a few moves that deserve extra explanation. Below are additional tips for pulling off the trickiest Twisted stunts.

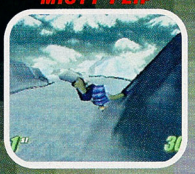
PALMER AIR

Since your board is inverted, do a Palmer early in your combo so you'll have time to straighten out before landing.

1080°

You need big air to do a 1080°. Keep holding right on the Control Stick and pressing A until you've made four spins.

MISTY FLIP



It takes about two seconds to complete a Misty Flip. It's a good idea to save this move for your highest cliff jumps.

EGG FLIP

You'll rotate quickly through an Egg Flip, so you can usually add it on the end of a combo before you touch down.

Buck Bumble
BEE PREPARED
OCTOBER 1998
RATING PENDING
RP
ESRB
NINTENDO 64
Ubi Soft
ENTERTAINMENT
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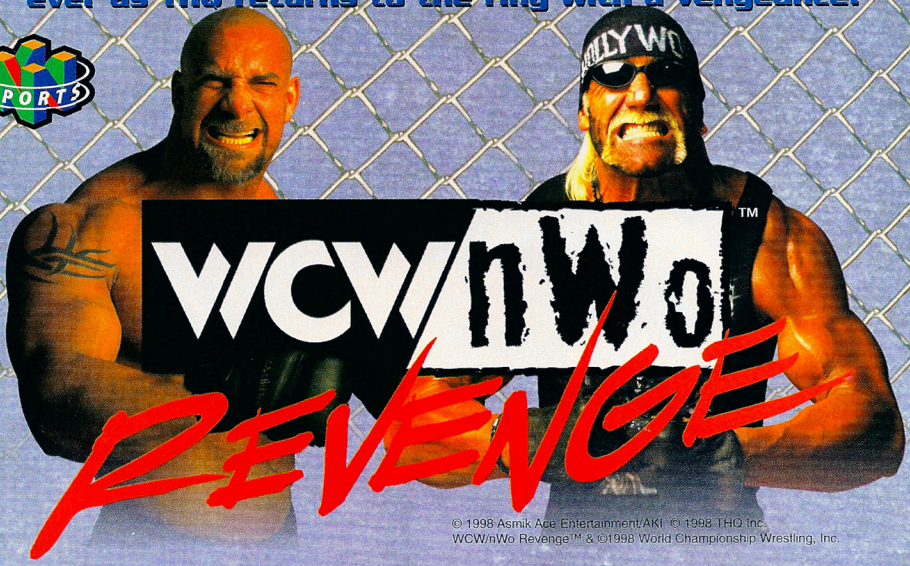
Grit your teeth, flex and make those veins pop out of your head, because the WCW/nWo action is bigger than ever as THQ returns to the ring with a vengeance.



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LORD OF THE RINGS

WCW/nWo: World Tour was such a hit when it was released last November that neither its success nor the black-and-blue dent it made on fighting and wrestling games has stopped swelling. A year later, THQ introduces the follow-up WCW/nWo Revenge, an improved version bulging with more features, including 50 licensed wrestlers plus managers who cheer ringside. Two of the best features are the ones that make the game closer to the televised experience: instant replay and the "intrusion" option, an unpredictable feature that allows other wrestlers to run down the walkway midmatch to come to the rescue of a losing friend.

FOLLOW ALONG AT HOME

Wrestlers change their affiliations as often (we hope) as they change their sweaty spandex. You could very well tune in to Monday Nitro and discover that some WCW wrestler is now in the nWo. If you're following along at home, you'll have the option of adjusting the costume.

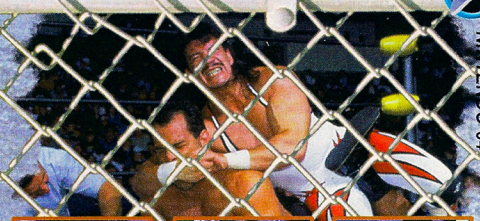
Costume Change Mode will allow you to change a wrestler's outfit from WCW to nWo or to 60 other possibilities.

READY TO RUMBLE

If there was ever a game for the Rumble Pak, it's WCW/nWo Revenge. With over 300 moves, new weapons hidden in the bleachers and more space to fight (wrestlers can now duke it out in the entryways leading backstage), this game will take it's toll on the Richter scale.

MODES OF REVENGE

Why wait until Monday night or Halloween to see your favorite wrestling event on cable? WCW/nWo Revenge features six rings based on actual pay-per-view venues: Monday Nitro, Souled Out, Super Brawl, Bash at the Beach, Halloween Havoc, and Starrcade. To further add to the realism, the game features a caricatured version of official WCW ref Mark Curtis.



ACTUAL PAY-PER-VIEW VENUES

CHAMPIONSHIP

To win a belt, you'll have to emerge victorious from Championship Mode. The competitions feature a ladder of nine fighters and contain three wrestling titles that offer secret wrestlers and modes to the titleholder. Until then, you must battle through the U.S. Heavyweight, Cruiserweight and Tag Team competitions.

U.S. HEAVYWEIGHT

In the U.S. Heavyweight competition, wrestlers will have unlimited time to settle their fight, and the winner of the title will be able to access the World Heavyweight competition.

CRUISERWEIGHT

Cruiserweight operates under the same rules as the Heavyweight bouts. In this mode, the titleholder will unlock the TV Champion mode as well as a secret brawler rumored to be a member of Raven's Flock.

TAG TEAM TITLE

In the Tag Team Title, wrestlers will be able to take turns in the ring, and a fighter will have ten seconds to free his partner from a submission hold or pinning situation.

WORLD HEAVYWEIGHT

First the U.S. Heavyweight title, then the World! If you win the U.S. Heavyweight belt, you'll open the World Heavyweight competition and a chance to access Roddy Piper.

TV TITLE

By winning the Cruiserweight belt, you'll be able to access the 15-minute TV Title bouts. Those who sweep up the TV Title will unlock the WCW's Kanyon.

EXHIBITION

If you'd rather not play through the Championship ladder or vie for a belt, enter the Exhibition Mode. In this competition, you'll be able to set your own strength and assign CPU control to all wrestlers so you can sit back and watch the bout unfold as if you were watching an actual televised event.

SINGLE MATCH

If nine fights are too much hurt for you, enter a Single Match. Since the title won't be on the line, the only thing you'll have to lose is pride.

TAG MATCH

In Tag Match, as well as Exhibition Mode's Single Match, you'll be able to adjust your wrestler's strength to vary the challenge.

SPECIAL MATCH

For extra challenge, WCW/nWo Revenge offers the Special Match. In this mode, you can have an all-out slugfest with Battle Royal, where four men fight at the same time, and up to 40 wrestlers rotate into the ring as replacements. In Special Match's Handicap Mode, you can arrange a 2-on-1 or 1-on-2 battle.

BATTLE ROYAL

In Battle Royal, it's every man for himself as four wrestlers fight at one time to see who can be the last man standing out of 40 possible contenders.

HANDICAP MATCH

WCW/nWo can be a four-player game, but the Handicap Match provides three-player action, with any combination of CPU- and human-controlled fighters.

THE COMPETITIVE EDGE

WCW/nWo is instantly playable since the button sequences don't vary from character to character. Instead, the moves vary depending on which wrestler you're using and where he's standing in relation to his rival.

SPIRIT METER

The better the show you put on for your audience, the higher your spirits will be, and the better chance you'll have at pulling off your signature move. Taunt your foe by toggling the Control Stick to please fans and raise spirits.

FIVE "SPECIAL" ATTACKS

WCW/nWo Revenge features over 300 moves. Despite the number, the moves are manageable since they fall into just a few categories. All wrestlers have different strengths and weaknesses, but not all will have a move from all catagories:

- Forward grapple moves
- Rear grapple moves
- Near-the-turnbuckle moves
- On-top-of-the-turnbuckle moves
- Turnbuckle throws

WEAPONS

To nab a weapon, approach the ropes while pressing the top C Button to leave the ring, then approach the audience while pressing top C to grab a chair, bat or stop sign from the audience. Press bottom C to bring it into the ring, then wield it using the B Button.

COMBINATION ATTACKS

Unlike the previous WCW/nWo game, Revenge features a combination system. Tied in to the Spirit Meter, the combo system will allow you to deal out five or ten hits in a row, depending on the status of your meter. Blue indicates low spirits, while red indicates high. Beyond red, the meter will display "Special" to indicate that you're able to execute your signature move by holding the A Button while moving the Control Stick.

If your spirits aren't maxed out, hold the A Button to grapple, then push Down on the Control Pad while hitting the B Button to perform a 5-hit combo.

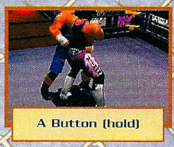
To squeeze in ten automatic hits, hold the A Button, then push Down on the Control Pad while tapping the B Button when your meter reads "Special."

RAVEN'S FLOCK

The following 56 moves are not unique to the fighter shown executing the move. Each wrestler will perform the moves in his own way, and some wrestlers may not be able to perform some moves at all.

RAVEN

To perform a strong grapple, hold the A Button when you're next to your opponent. To drag him while he's in your grasp, use the Control Pad while holding A.

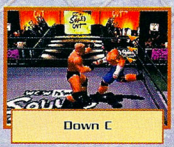


LODI

The strong attack will vary from wrestler to wrestler, but the button you use will always be B. Hold it to perform an attack that knocks your opponent off his feet.

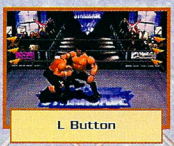
RIGGS

To run so you can slingshot yourself off the ropes, press the bottom C Button. If you press it while you approach the turnbuckle, you'll climb onto the post.



SICK BOY

Tap the L Button to dodge your opponent's grapple. The button will also allow you to turn the tables on your assailant by letting you retaliate with a countergrapple.



REESE

For some moves, wrestlers will take a step back before striking. If you catch them lunging backward, hit the R Button to block their incoming attack.

E.W.F.

The EWF is a fictitious league, which is a pity since it means the wrestling world is lacking a stitched-up, bolted-at-the-neck block-head like Dr. Frank and a brawler with a name as catchy as "Maya Inca Boy." Though the world may have to wait before wrestlers like these pop up in real life, you'll have the chance to try them out with their colorful and unapologetic moves.

AKI MAN/THQ MAN

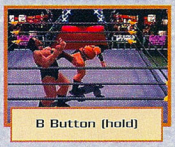
THQ Man will appear after you've selected AKI Man. Pictured to the right, AKI is standing a few steps from his foe in order to execute a weak leg attack.

SHOGUN

To inflict a quick, weak attack, such as Shogun's flying kick, tap the B Button while pressing the Control Pad toward the other wrestler.

EXECUTIONER

For a stronger attack, hold the B Button when you're close to your opponent. In Executioner's case, it will make the sack-head perform a roundhouse kick.



DR. FRANK

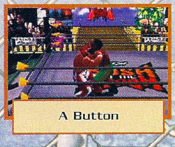
Hold the B Button while pressing the Control Pad toward the other wrestler to kick out a strong leg attack, which happens to be one of Dr. Frank's specialties.

JEKEL

Not all wrestlers are aces at aerial attacks. To find out, walk toward a turnbuckle while pressing the bottom C Button to climb the post and take a flying leap.

MAYA INCA BOY

By holding the A Button, you'll perform a weak grapple to set up your opponent for another attack. Follow the hold by pressing the L or R Button.

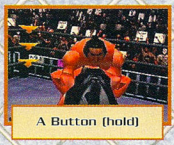


D.A.W.

The DAW is another bogus league consisting mainly of martial artists decked out in bad aerobics outfits. Wrestling was never meant to be pretty, so what they lack in fashion sense, they make up in fighting style. Most are trained in more traditional and less flashy styles of fighting, including sumo wrestling and karate.

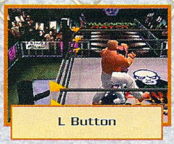
HAWK HANA

Like the weak grapple, the strong grapple is a good setup move. Hold your foe as long as you can, then follow with another attack, like a quick tap of the A Button.



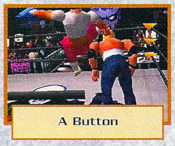
KIM CHEE

While performing a grapple, tap the L Button to change your position so you're grabbing your opponent from behind. Tap L again to vary your rear grapple.



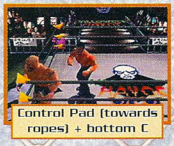
DAKE KEN

For another variation of the rear grapple, grab your opponent from behind as detailed above for Kim Chee, then hit the A Button to further tangle up your foe.



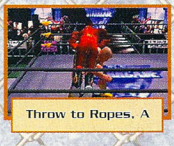
BRICKOWSKI

To toss your opponent into the ropes, press the A Button to grab him, then press the Control Pad toward the ropes while hitting the bottom C Button.



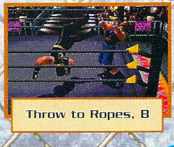
MING CHEE

When the ropes fling your opponent back to you, welcome him back by tapping the A Button to heave him into the air and slam him into the mat.



HAN ZO MON

If you'd rather leave your opponent standing after he's been catapulted from the ropes, press the B Button to inflict a weak kick or punch attack.



nWo

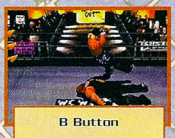
The renegade faction of wrestling, the New World Order, boasts the Giant, Lex Luger, Macho Man Randy Savage, Sting (not the singer), Bryan Adams (still not the singer) and, of course, Hollywood Hogan. If you can win all nine rounds of the U.S. Heavyweight competition, you'll unlock the game's hidden nWo wrestler, Curt Henning of the nWo White division.

Eric Bischoff

When using select fighters, you can perform a running attack after you've launched yourself from the ropes. Tap the A Button to deliver the blow while charging.

Hollywood Hogan

Knock your opponent to the mat, then rattle him with a rude wake-up call by tapping the B Button for a striking attack, like Hogan's flying elbow.



Scott Steiner

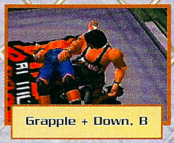
To give the audience a better view of the bout, bring the action outside of the ring by hopping the ropes, then pressing the A Button to drag your opponent out.

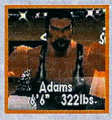
Giant

Your possible attacks will change depending on whether your downed rival is lying on his stomach or back. To flip him over, press the left C Button.

Kevin Nash

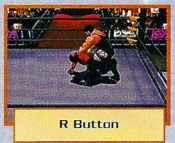
Grapple, then push Down on the Control Pad while pressing the B Button to slam your foe into the mat. When Nash does it, he'll end up on the ground, too.





Bryan Adams

Bryan Adams wants to inflict more damage that cuts like a knife, so he's picking up the man he's just knocked down. Press the R Button to make an opponent stand.

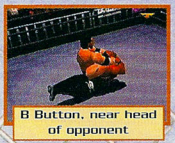


Sting

If your opponent is behind the ropes while standing on the edge of the ring, introduce his face to the turnbuckle by tapping the A Button, then the bottom C Button.

Scott Hall

Some fighters, like Scott Hall, can floor others, then follow with a submission hold. When your rival is on the ground, stand at his head, then tap the B Button.



Lex Luger

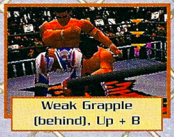
During the changeover in Tag Team Mode, let your partner get in some cheap shots by grappling your rival and pressing the L Button twice to grab his arms.

Scott Norton

To add more pow to your punches, bounce off the ropes to build momentum. Head toward the ropes, then press the bottom C and attack when you fly to your rival.

Macho Man Randy Savage

By pressing the Control Pad Up while hitting the B Button, you can throw a grappled fighter over your shoulder. You may have to grapple from behind to do it.



Buff Bagwell

If the going gets tough, get going by exiting the ring. Approach the ropes while pressing the top C Button to leave. Repeat the process to return.

Konnan

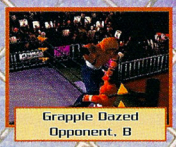
To block, hold the R Button. In this defensive stance, you'll be able to deflect most attacks except for grapples, which will still entangle you.

WCW

Rivaling the nWo is the WCW, a league containing the majority of wrestlers. Among its roster are such pugnacious personalities as Goldberg, Diamond Dallas Page, Disco Inferno, British Bulldog, Rey Mysterio Jr., Ultimo Dragon, Booker T, and Rick Steiner.

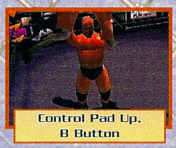
DIAMOND DALLAS PAGE

Throw your opponent into the turnbuckle to daze and confuse him. Once he's seeing stars, grapple with him, then tap the B Button for a special turnbuckle attack.



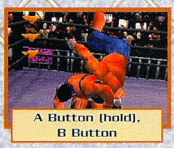
GOLDBERG

To lift another wrestler over your head, apply the strong grapple. After tangoing for a while, press Up on the Control Pad along with the B Button.



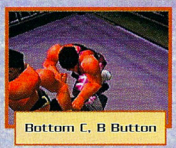
RICK STEINER

For a quick knockdown, hold the A Button to perform a strong grapple, then hit the B Button slam your foe to the mat. Once he's grounded, tap the A or B Button.



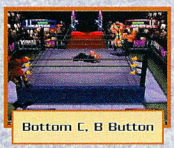
BRET HART

To keep your opponent on the defensive, run at him from behind as he attempts to stand up, then shove him by hitting the B Button.



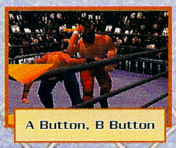
FIT FINLEY

And I don't like your friend either! To deal a blow to a tag team partner who's waiting ringside, run at him, then hit the B Button to smack him with your elbow.



CHRIS BENOIT

Arms aren't supposed to bend that way! Unleash the crowd-pleasing arm-breaker by following a weak grapple with a tap of the B Button.

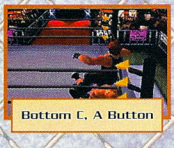


BOOKER T

To "raise the roof" as well as raise your spirits and the audience's cheers to a fever pitch, climb the turnbuckle while moving the Control Stick.

SATURN

When you've thrown an opponent into the turnbuckle, stop him from retaliating by charging, then holding the A Button to deliver a strong attack.



DISCO INFERNO

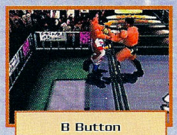
In the picture on the right, Disco Inferno is making his opponent feel the burn, baby, burn by putting him into a submission hold until he cries "uncle."

JIM NEIDHART

In a Tag Team or Battle Royal situation, you'll focus your energies on one fighter. To shift your attention to another wrestler, tap the right C Button.

BRITISH BULLDOG

Even if you're on the other side of the ropes, you can attack the other wrestler. When he's within reach, press the B Button to execute a weak attack.

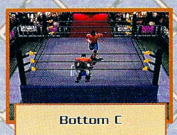


GLACIER

In wrestling, bones and rules are meant to be broken. To shatter both, grab a weapon from audience members by approaching them while tapping the top C Button.

VAN HAMMER

Unlike WCW vs. nWo: World Tour, wrestlers can now bring their weapons into the ring. To reenter the squared circle as an armed man, press the bottom C Button.



YUGI NAGATA

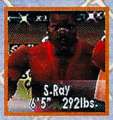
It may take some arm-twisting to convince your opponent to give. To apply an arm lock submission hold, hit the A Button when your foe is lying face up on the mat.

LARRY ZBYSKO

They can't keep a good man down. As you're getting back on your feet, charge your assailant by holding the B Button while pressing Up on the Control Pad.

LAPARKA

Some fighters, such as Laparka and Sting, begin their fights armed with a weapon. Press the B Button to use it. As soon as you're hit, you'll lose your weapon.



STEVIE RAY

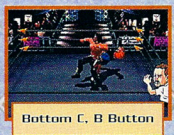
In Championship, you can be outside of the ring for 20 seconds at a time. Press the bottom C Button to quickly slide into the ring before time expires.

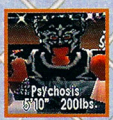
CHRIS JERICHO

Fighters can take it outside of the ring and into the entrance walkway. To slow your opponent's return to the ring, throw him down the walkway.

EDDY GUERRERO

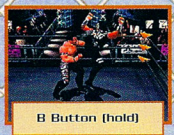
When the rumble begins, land the first hit by holding the B Button. With your strong attack, you'll start things off smashingly with a flying elbow.





PSYCHOSIS

The strong attack will vary from wrestler to wrestler. Lightweights will use their legs for the attacks, which may take longer if they're not on their feet.

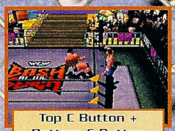


REY MYSTERIO JR.

Lighter wrestlers, like the acrobatic Rey Mysterio Jr., are more agile and able to perform more devastating aerial attacks and turnbuckle jumps.

DEAN MALENKO

If your opponent is standing on the stadium floor and peeking his head above the mat, greet him with your foot by holding the top and bottom C Buttons simultaneously.

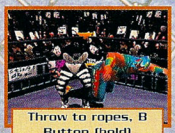


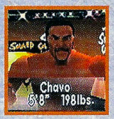
JUVENTUD GUERRERA

In a feature new to wrestling games, but commonplace in real-life wrestling, an unbilled wrestler can barge into the ring to help out a struggling fighter.

ULTIMO DRAGON

Once you've tossed a rival into the ropes, continue the damage by pressing and holding the B Button to inflict a strong momentum strike.



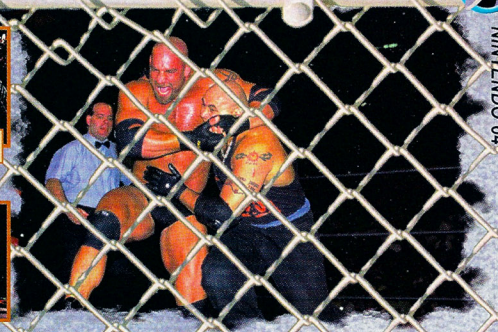


CHAVO GUERRERO JR.

If the fight has spilled out of the ring, and you've dazed your opponent, take advantage of the situation by climbing onto the turnbuckle to body-slam him.

ALEX WRIGHT

To relieve any tense pinning or submission situation, a wrestler can reach for the ropes. With the automatic rope-break feature, there's always an out.



SAY "UNCLE?"

Fighting your way to a title belt will be no easy battle. If you're looking for a quick way to the top, you may want to pin down this "cheap" technique. By repeating the process, your foe will eventually give up the match. It may not be the most glorious or interesting way to win a fight, but it can help you unlock the hidden modes and wrestlers.

At the beginning of the bout, hold the bottom C Button while pressing the Control Pad toward your opponent to charge him. As you close in on your victim, tap the B Button to whack him to the ground.

Continue the charging attack and launch yourself from the side of the ring farthest from your rival. By charging from as faraway as possible, your target will have just enough time to stumble to his feet so you can knock him back down.

Soon, your enemy will weaken, making him more susceptible to a submission hold. Apply one, then return to the ropes for another run at him.

Put your foe in another hold, then charge him again. If you repeat the process, your rival will be too weak to withstand your holds and give up.

MORE BOUTS & BELTS

Even if these tips help you win a belt in a Championship bout, another belt may become available in that very same division of competition. You'll also have the hidden wrestlers to contend with and newly-uncovered modes. With all its hidden features, unpredictable game play, and countless but manageable wrestling moves, WCW/nWo Revenge may be the closest game to real wrestling so far.

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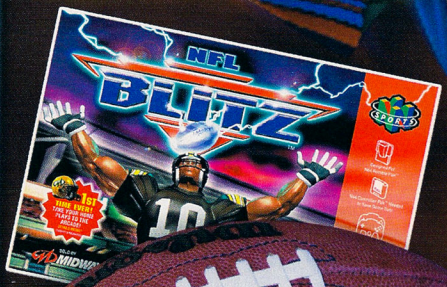

5 Winners

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Player's Poll—Volume 113

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What systems do you own?
☐ N64 ☐ Super NES ☐ Game Boy ☐ PC

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Check out the list on page 120, then write down the numbers for your five favorite games in order of preference, with your top choice first.

A. Nintendo 64 1.____ 2.____ 3.____ 4.____ 5.____

B. Super NES 1.____ 2.____ 3.____ 4.____ 5.____

C. Game Boy 1.____ 2.____ 3.____ 4.____ 5.____

D. Which five products or games are your "Most Wanted?"
1.____ 2.____ 3.____ 4.____ 5.____

E. How old are you?
1. Under 6 2. 6-11 3. 12-14 4. 15-17 5. 18-24 6. 25 or older

F. Sex
1. Male 2. Female

G. How many hours a week do you spend playing the N64?
1. 1-5 2. 6-10 3. 11-15 4. 16-20 5. 21-25 6. 26 or more 7. none

H. How many hours a week do you spend playing the Super NES?
1. 1-5 2. 6-10 3. 11-15 4. 16-20 5. 21-25 6. 26 or more 7. none

I. How many hours a week do you spend playing Game Boy?
1. 1-5 2. 6-10 3. 11-15 4. 16-20 5. 21-25 6. 26 or more 7. none

J. How many hours a week do you spend playing other home video game systems?
1. 1-5 2. 6-10 3. 11-15 4. 16-20 5. 21-25 6. 26 or more 7. none

K. How many hours a week do you spend playing PC/Mac games?
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L. How many hours a week do you spend on line?
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M. How many hours a week do you spend watching TV?
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N. How many hours a week do you spend reading books and magazines?
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Trivia Question: Which game stars a hero whose last name is Danger?
Answer: _____

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Hot on the heels of its summer box-office success, Disney's Mulan makes a smooth transition from winning film to Game Boy. With six challenging levels of play and an enormously popular heroine, Mulan hits the small screen.

Disney's Mulan™

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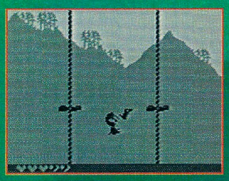
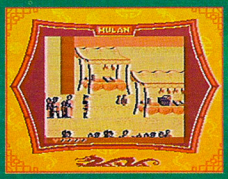


The Timeless Tale

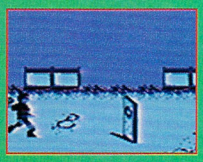
As the game begins, the forces of the evil invader Shan Yu are already swarming over China's border. To keep her ailing father from having to fight, Mulan disguises herself as a man and goes off to represent her family in the Imperial Army. The game's six action-filled stages tell the rest of her tale and infuse some humor into the story line along the way. Only THQ could make a game that features both full-speed snowboarding action and a bit of modest skinny-dipping!



Training

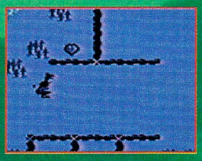
In the first chapter of this unfolding fable, Mulan, pretending to be the young soldier Ping, has already enlisted in the Imperial Army. But before she heads off to battle, she'll have to prove her mettle to Captain Shang by getting past the army's perilous obstacle course in one piece.

Hit and Hustle



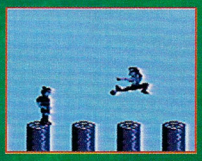
To best the pop-up planks, keep your distance, pelt them, then run—don't walk—past each fallen post.

Have a Heart



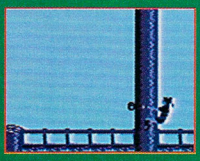
Each of these beating beauties will completely refill one of the five hearts that make up Mulan's health meter.

Pelt The Poser



This big show-off is easy to beat. Keep tossing rocks at the flashy fighter until he finally takes a fall.

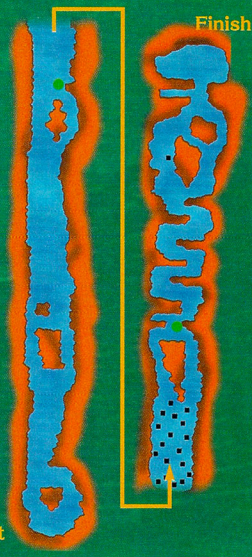
Upward Mobility



Before trying to reach the arrow at the top of the pole, grab the climbing aids that are off to the right.

The Lake

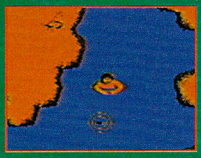
- Pillar
- Checkpoint



Midnight Swim

After a long day of drills, Mulan decides to go for a late-night dip. Unfortunately, the rest of her platoon has had the same idea. Can you guide Mulan across the lake without bumping into her male buddies?

Take a Dive



Holding down the B Button will dunk Mulan for about two seconds, allowing her to pass right through her pals.

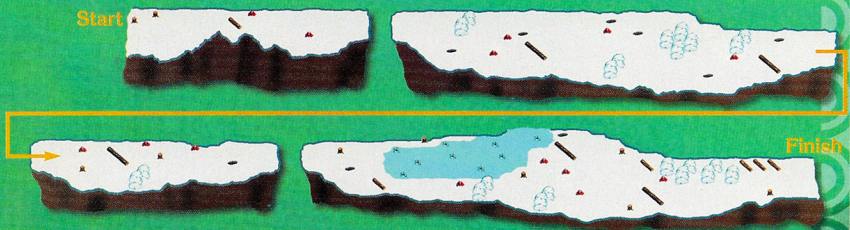
Avalanche

By triggering an avalanche during a battle with Shan Yu's brigade, Mulan not only defeats most of the Emperor's foes, but also puts her own platoon in a perilous position. Using a shield as a snowboard, Mulan must take a dangerous ride in an attempt to save Captain Shang from an icy demise.

The Buried Baddies

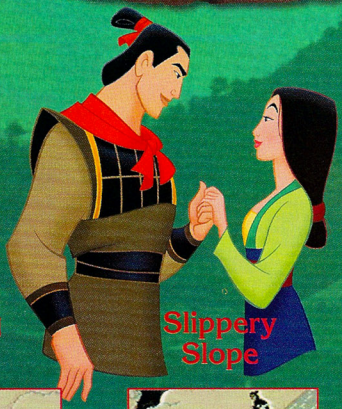
Steer clear of any circular cracks on the snow's surface—they might be hiding members of Shan Yu's brigade.

The Mountain

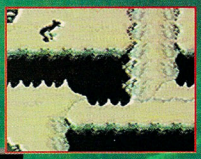


Hot Pursuit

Mulan has saved Shang, but she has also revealed her true identity. Abandoned by her fellow soldiers, she now has no choice but to go down the mountain on her own. Little does she know that Shan Yu's minions are waiting for her on the peak's icy ledges.

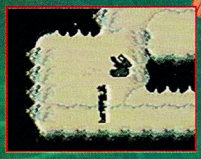


Kneel to Navigate



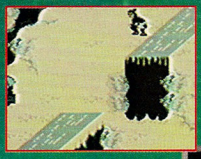
While standing, you won't be able to see below your ledge. Crouch down to spot a safe place to land.

Lying Low



Shan Yu's falcons seem to be rock-resistant, so just crouch down until they've cleared the area.

Slippery Slope

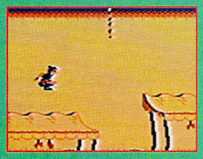


Press Left on the Control Pad during your third and final leap while sliding down the first icy slope.

Marketplace

Surviving the ambush on the mountainside, Mulan makes her way through the Imperial City's marketplace to warn Captain Shang that Shan Yu and his remaining troops are poised to attack the Emperor. Unfortunately, they've already entered the town and stand ready to stop Mulan in her tracks.

Awning Acrobatics



Holding the B Button while leaping from awning to awning will give you a much bigger bounce.

Imperial Palace

Mulan was unable to muster what's left of the Imperial Army before Shan Yu and his troops stormed the palace. Now the fate of China rests on her shoulders as she makes her way to the top of the royal camp for a final showdown with this seemingly-unstoppable invader.

Collect Firecrackers

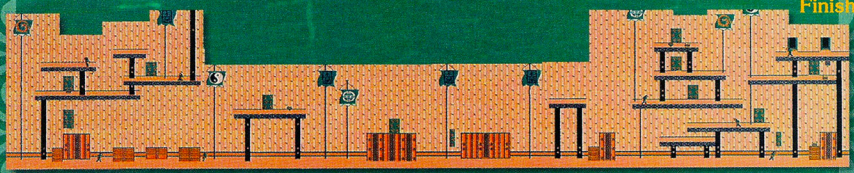
The firecrackers that are littered about the palace allow Mulan to stun Shan Yu and his bullies with a single blow.

A Last Big Blast

Lure Shan Yu over to the vicinity of the pile of explosives and use your firecrackers to back him up and directly onto it. One last firecracker should light the fuse!

Finish

The Palace



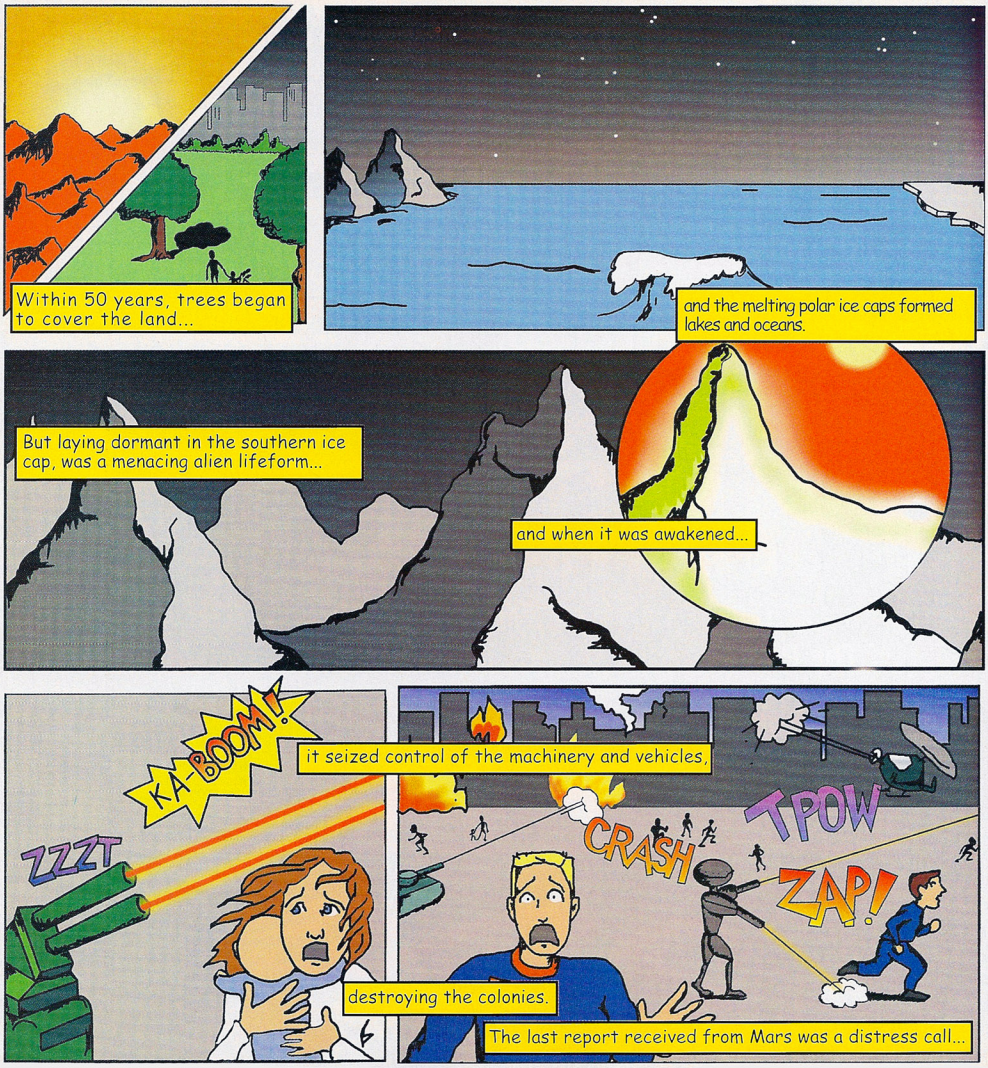
Start

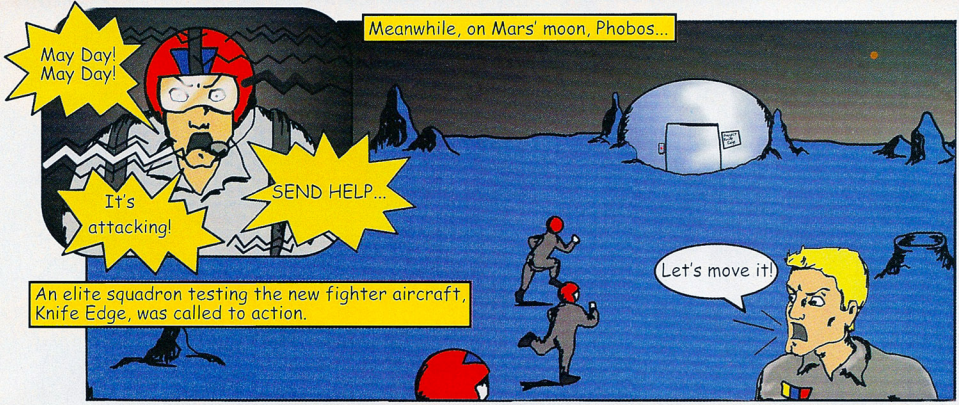
KNIFE EDGE

NOSE GUNNER

BATTLE FOR MARS

At the end of the 21st century, colonists from Earth changed Mars from a barren planet into an livable one.





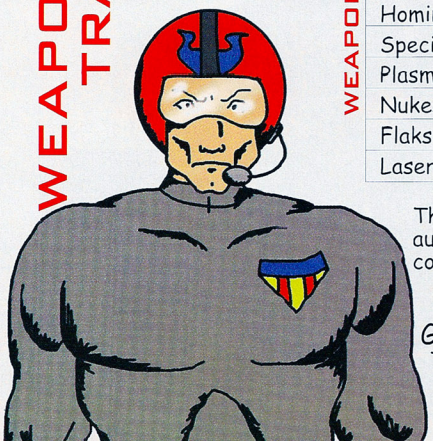
YOUR MISSION: TO RESCUE ANY AND ALL SURVIVORS
TO SECURE LANDING SITES FOR MILITARY AIRCRAFT
TO SEEK AND DESTROY THE VILE ALIEN PROTOPLASM

BUT WILL EVEN THE AWESOME FIGHTING POWER OF KNIFE EDGE BE ENOUGH TO DEFEAT THE INSIDIOUS INVADERS?

WEAPONS TRAINING

As gunner, you will learn to use the various special weapons designed for Knife Edge. While you will have the ability to dodge enemy fire, you are not piloting the craft, so it is not necessary to learn flight tactics. A weapons chart has been provided for you below.

Learn them.
Know them.



WEAPONS

Vulcan Weapons	continuous firing capabilities
Homing Missiles	can fire up to four missiles at once
Special Bombs	destroys all enemies on screen
Plasma Torpedoes	globes of pulsating energy
Nukes	low yield thermonuclear projectiles
Flaks	shotgun blast-like weapons
Lasers	concentrated shots of energy

They are the key to your survival. Utilize the auto-aim device for accuracy and visibility in poor combat conditions.

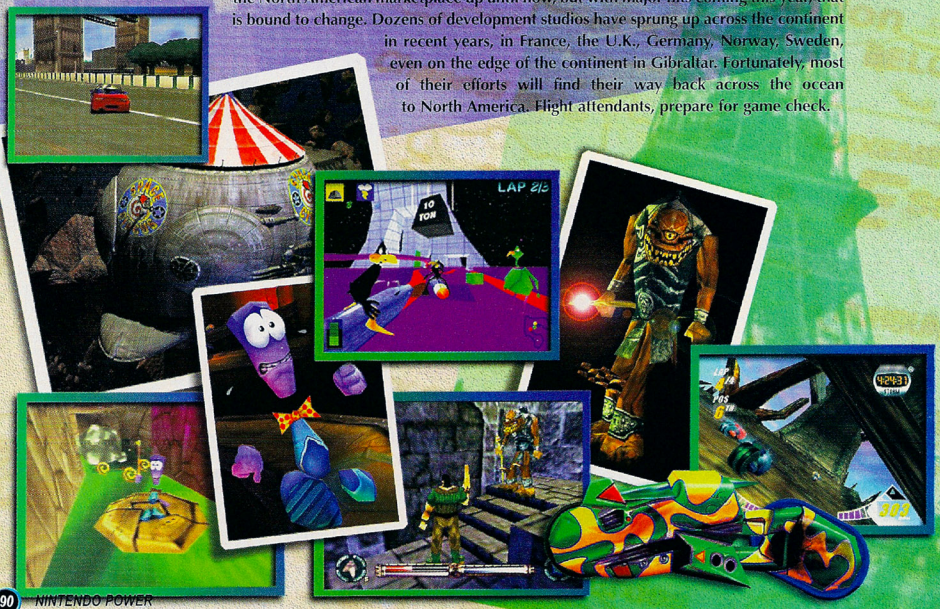
Good luck, Lieutenant.
The fate of the Martian colonies is in your hands!

EUROGAMES

Grab your passport and pack a bag, because Nintendo Power has a special ticket for you. It's a "who's who" tour of European N64 developers. Who are they? How did they get where they are? What are they doing on the N64? And where's the loo? Climb on board and you'll learn all the answers. Bon voyage!

NINTENDO POWER TOURS INTERNATIONAL

We'll be landing shortly in Europe—the home of Western Civilization, great art and millions of people who think footballs are round. But more important than this, Europe is also the home of some of the best N64 game developers in the world. Huge European publishers such as Ubi Soft and Infogrames have been bit players in the North American marketplace up until now, but with major hits coming this year, that is bound to change. Dozens of development studios have sprung up across the continent in recent years, in France, the U.K., Germany, Norway, Sweden, even on the edge of the continent in Gibraltar. Fortunately, most of their efforts will find their way back across the ocean to North America. Flight attendants, prepare for game check.



WELCOME TO THE UNITED KINGDOM

Welcome travelers. We'll bypass the Tower of London and Stonehenge, instead taking you straight to the truly important sites here in the U.K.: the game development studios. In this island nation, you'll find more than 40 N64 developers, as high a concentration of game wonks as you'll find anywhere on the planet outside Silicon Valley. The British tradition of superior programming dates back to the early '80s, when many of today's top developers cut their gaming teeth writing code on primitive Sinclair and C64 computers. Several top companies that we won't be visiting on this trip include Gremlin (DMA), Eurocom, Core Design, Software Creations, Interactive Studios, VIS, and Iguana U.K. Sorry, but there just isn't time to see them all. Ah, we're about to arrive at Rare, the most famous developer outside of Japan. Watch your step now, and don't tease the bear in yellow shorts.

RARE TWYCROSS, U.K.

At the pinnacle of N64 development in Europe (and around the world) sits Rare, which is now a publisher as well as a developer. The Rare hall of fame includes some of the biggest game names in history—GoldenEye 007, Donkey Kong Country, Banjo-Kazooie, Battletoads, Diddy Kong Racing, RC Pro-Am Racing, and Killer Instinct, to name a few. Rare has grown from a small studio housed in a classic brick farmhouse in Twycross to a multinational company, with two hundred development people now employed in Twycross and a marketing subsidiary in Florida. Notice all the shiny Lotuses and Mercedes in the parking lot. They've earned 'em!

Battletoads

GoldenEye 007

IN DEVELOPMENT

Rare's mastery of game design and the technology of the N64 is unsurpassed, except by Rare itself. It is a matter of pride with Rare development teams that every new title raises the standard of quality even higher than that set by the previous Rare game. With premier titles on the way such as Twelve Tales: Conker 64, Jet Force Gemini and Perfect Dark, it seems as if Rare will continue to lead the European invasion for the foreseeable future. Now, put down that SGI and get back on the bus.

Jet Force Gemini

Rare, still based in Twycross, reigns in Europe as one of the top developers and publishers in the world.

EUROSPEAK

We asked some of the movers and shakers in European game development what they thought made their contributions unique in the gaming world. Here's what they had to say.

NP: What considerations, if any, do you make for foreign markets when designing a game?

Brian Baglow, DMA

At DMA we try to design games that will have universal appeal. We don't do games that use licensed characters or sports titles, both of which can be very localized. Instead, we try to design "toys" that are fun to play with and give people fun things to do with them. The more provincial aspects of our games—the ubiquitous sheep and the thousands of bad puns—are something that the rest of the world will just have to keep up with as best they can.

Julian Eggebrecht, FACTOR 5

We started planning the European and Japanese localizations of Rogue Squadron right from the beginning. All the text on the screen is prepared to be translated, and due to the very good and fantastically fast work of LucasArts' international department, we get German, Italian, French and Spanish texts very, very quickly.

Xavier Shon, INFOGRAMES

At Infogrames, we make a lot of games based on heroes. There are three types of heroes in the video game world: European heroes (Tintin, the Smurfs, Astérix), American heroes (Superman, Mickey Mouse, Bugs Bunny) and Japanese heroes (Dragon ball, Mario). Europe likes them to be cunning and curious. Japan likes them to be cute or with very high moral values, and the USA prefers them strong or funny.

Philip Oliver, INTERACTIVE STUDIOS

I believe that the kind of games we make has universal appeal. Look at games such as Mario 64, Wave Race, Zelda—these are very universal, and this is the kind of game we want to produce. With Glover, we believe it will have universal appeal.

Spokesperson, RARE

I don't think we make any considerations. As a company, we try to appeal to a worldwide market rather than just concentrating on individual markets. The best games should appeal to everyone throughout the world, rather than just singling out individual markets.

Eric Caen, TITUS

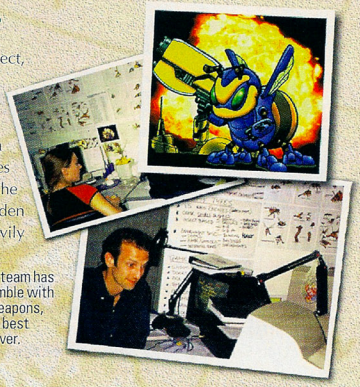
We always consider all of the "western hemisphere" as our primary target. We never develop something only for one particular country. Sometimes one of our products is more appreciated in a certain country (like what we anticipate with Superman N64 in the US...), but it is really a consumer's decision!

ARGONAUT
LONDON, UK

The biggest name in Argonaut's portfolio, up until now, was Star Fox for the Super NES. Hardware and software designers from Argonaut worked closely with Nintendo to develop the FX chip that was used to power the 3-D graphics in the original Star Fox. Argonaut's founder, Jez San, continues to push the frontiers of both hardware and software with separate divisions within Argonaut. The most curious thing about Argonaut is the half-live, half-plastic plant in the reception area. We recommend staying well clear of it.

IN DEVELOPMENT

Another veteran of the Star Fox project, Carl Graham, is heading up the Buck Bumble team. We asked Carl if there was a theme that his games shared with Mr. Miyamoto's games. "The idea of fair play is very important in my games as well as in Mr. Miyamoto's games," he told us. Buck is full of nooks and hidden surprises. You'll play the role of a heavily armored bee and you'll have a lot of exploring to do. For a closer look, see this month's preview.



The Argonaut team has filled Buck Bumble with humor, cool weapons, and one of the best soundtracks ever.

Wipeout 64 sets the record for speedy development.

PSYGNOSIS
LIVERPOOL, U.K.

Here on the windy west coast of Great Britain lies Liverpool, once one of the great shipping centers of England. Much of the heavy industry is gone today, but the city has rebuilt itself around hi-tech companies and Lemmings. Psygnosis got its big break with the captivating action puzzle game from DMA, which appeared on virtually every gaming platform. More recently, Psygnosis has been concentrating on PSX development since Sony holds a major stake in the company. Even so, Psygnosis continues to chart an independent course, and its new compass setting is aimed straight at the N64.

IN DEVELOPMENT

New to the N64 platform, the Wipeout 64 team has stunned everyone with the speed of development of their game. Begun in February '98, Wipeout 64 was a month away from being completed when we visited in July. The average development time for N64 games is closer to 18 months. And yet, the game looked terrific and felt very smooth and fast. The game's producer explained that Wipeout 64 isn't just a mix of the best parts of the previous two Wipeout games for the PSX, but that it's an entirely new game for the N64 that uses several of the best elements of the first games. Take a look back at last month's preview in Power for the full picture.

PROBE
EAST CROYDON, U.K.

Knolly's House in East Croydon may look more like a bank than like the home of a world-class N64 developer, but that's probably just a clever ruse to keep rabid fans at bay. Like all of Acclaim's studios, Probe is now focusing chiefly on PC and N64 games, but as an independent developer the company has a strong track record of its own, including Super NES hits like Alien 3. Probe also developed a reputation as one of the leading developers of arcade conversions with titles such as Mortal Kombat, MK II, Bust-A-Move and T2—The Arcade Game.

IN DEVELOPMENT

You'll notice lots of wonderful character art on the walls here in the Extreme-G 2 development office, which seems strange for a game featuring motorcycles instead of people. The game's producers explained that they've learned a thing or two from last year's version. For instance, they learned to add more playable tracks, better handling and a superior four-player mode that uses futuristic battle tanks.

The field for futuristic racers may be crowded this year, but Probe is working hard to make Extreme-G 2 the standout choice. Graphically, it should take the checkered flag, and with more than 30 tracks, it should have the edge in variety, as well.

BIENVENUE EN FRANCE

Here in France, you might expect to take in great works of art or a mouthful of snails. Think again. We're here to see the real France, the France of avant-garde N64 games, striking graphics and characters so hip that torsos are considered gauche. The French development community is the second largest in Europe after the U.K., and it's expanding rapidly. Smaller companies such as Titus are growing like magic beanstalks while giants such as Infogrames have offices and studios around the the world. At the heart of all of the games you're about to see is a dedication to highly original graphics and creative play that seems to mark the "French Style."

PSYGNOSIS

PARIS, FRANCE

Just down the street from the massive Arc de Triomphe at the end of the Champs-Elysées you'll find a new symbol of French strength—the Paris offices of Psygnosis. Here in Paris, a small team of 15 programmers, designers and artists is creating one of the most intriguing N64 games for the first half of 1999: O.D.T.

IN DEVELOPMENT

O.D.T.—Or Die Trying—is shaping up as an adventure game that borrows from the RPG and action genres. Recently, we met with O.D.T.'s producer, Jean-Baptiste Bolcato, to learn more about this game. He began by relating O.D.T.'s story, which involves a heroic crew that is sent out from a plague-ridden earth to find a cure. The ship crashes into a massive tower on another world, and several crew members are captured by natives. The player must choose one of the remaining crew members to go after the kidnaped people and find the cure to earth's plague. The tower consists of eight levels, each with 10 to 15 sectors. The character you select will have strengths and weaknesses in three constitution categories: armor, weapons, and spirit or spells. How you play the game–meeting the challenges, solving the puzzles, and defeating the enemies–will depend on the character you choose.

We asked Jean-Baptiste to name the most important elements in the game. "Sound is fifty percent of the experience," he stated surprisingly. O.D.T. features a rich background of ambient sounds, voice and music. It's scheduled to be released in February of '99.

Psygnosis got its motion-capture data from three stuntmen and a female gymnast. The actors wore reflectors that were monitored by sensors as they performed their actions. After optimizing the mo-cap data, Psygnosis added the wireframe skeletons of the game characters to the mix, creating lifelike fight and flight motions for O.D.T.

EUROGAMES

NP: Do you think there is a European style or sensibility in video games? If so, please describe it.

Brian Baglow, DMA
The huge range and variety of games produced by European developers means that it is very difficult to isolate any sort of "style" that is specific to Europe.

Julian Eggebrecht, FACTOR 5
Europe is very influenced by both Japanese and US-games—and by our own sensibility for design. European games tend to be a bit more on the fashionable "hip" side. Of course, with Star Wars there is the overall design and groundwork laid out by George Lucas and hundreds of other people who worked before in the Star Wars universe, but we think we have our own style of interpreting it and bringing it to the screen. If you look at and play Rogue Squadron compared to Shadows of the Empire, both games have a certain "feel" which is very different from each other—and I attribute a lot of that to the amount of Europeans on the project.

Xavier Shon, INFOGRAMES
We like original story lines with unexpected events. Our current game, for example, tells the story of a Star Juggler in a space circus. When you do a game with that kind of story it helps you to develop very original game play.

Richard Kay, Independent Developer
I believe that the European style is very similar to that of the Japanese market. The Japanese are not that keen on flight simulations, and that is generally true of the European market. The European market accepts more readily cutesy type characters, such as Mario and Sonic, whereas the US market prefers a much harder, not-so-cute style.

Spokesperson, RARE
Each company tends to have their own individual style or signature as opposed to there being a European style...perhaps this is a question better posed to a non-European?

Paul Hibbard, SOFTWARE CREATIONS
There is a certain 'lets have fun and not take ourselves too seriously' approach in the design content, which appeals to the younger console market. It is difficult to describe or define the style exactly because it consists of so many small touches in the implementation of the graphics and programming.

Eric Caen, TITUS
Except for sports, like football in the US compared to soccer in Europe, there's not really a big difference! Over the past year, I've been impressed by European and Japanese games rather than American games. The last American game to impress me on the N64 was Turok!

NP: What are the biggest strengths of European developers?

Julian Eggebrecht, FACTOR 5
Europeans are generally more willing to explore the hardware deeper and get the maximum performance and maximum effects out of the machine. Due to our history of quirky 8-Bit computers in the 1980s, European programmers are more accustomed to restrictions than most others.

Xavier Shon, INFOGRAMES
It depends on the country. German developers are strong in strategy games. The English are able to make wonderful action and simulation games. French people are more focused on character and adventure games and, strangely, they are also doing some very good racing games.

Spokesperson, RARE
Probably the UK home computing scene in the early 80's (Sinclair Spectrum, Commodore 64, Acorn etc...), when people were singlehandedly writing games in their bedroom and having a great deal of success with them. This led to such a large concentration of talent and interest in this field. Secondly, the weather! It keeps us inside for a lot of the year producing the games you see instead of chasing other, much more sensible, outdoor activities.

Eric Caen, TITUS
Some of the European console video games developers are extremely good with game play (like Rare and Titus,) and there's a lot of brilliant graphic talent in Europe!

NP: What special capabilities does your company bring to N64 development?

Julian Eggebrecht, FACTOR 5
We hope that we set a new standard in sound. We want to prove with Rogue Squadron and our other projects that the N64 can do fantastic interactive orchestral sound in addition to the many features that you only can do on a cartridge system.

Philip Oliver, INTERACTIVE STUDIOS
Fresh Talent and new ideas. I'm sure many would answer this by saying their technical expertise, but whilst our guys have that, we aim to progress games through creative ideas, not technological advances. Let's face it- it won't be long before "If you can think it, the computers can do it." Gone are the days when we design games around technology.

Spokesperson, RARE
I think everyone at Rare loves video games and they are all trying to better their last game by producing something that is truly outstanding in that genre. As a company, we pride ourselves on not allowing a game to be released until we are 100% happy with it. I also think this is what makes Nintendo's strategy different from many of the other software publishers. So you can guarantee that this kind of care and attention will be given to our forthcoming titles: Jet Force Gemini, Perfect Dark and Twelve Tales:Conker 64.

INFOGRAMES
PARIS, FRANCE

One of the biggest publishers and developers in Europe is Infogrames. Surprisingly, until now, Infogrames has been a minor player in the North American game market. That has all changed with the acquisition of Ocean and Mission: Impossible. In the first few weeks after M:I went on sale, it was virtually sold out. Wetrix is making a splash of its own for puzzle fans. Suddenly, Infogrames is a player in North America.

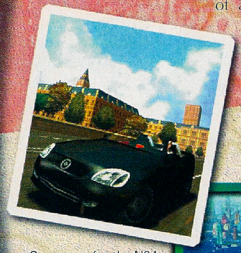
Look for lots of comic action in Infogrames' lineup of Space Circus and five Looney Tunes games.

IN DEVELOPMENT

The first new titles due for release will be Starshot, titled Space Circus in North America, and V-Rally, a racing game. Space Circus features some of the most colorful and comical 3-D characters ever seen in an action game. Xavier Shon, one of the creators of Space Circus, explains how the juggling hero came to be. "With Space Circus we tried to build a character who would have everything so everybody would like him. He is smart, good looking and funny. He has the power to throw and juggle with explosive stars." The universe of Space Circus is filled with 300 innovative characters in seven cartoon worlds. Infogrames has also begun work on five cartoon-oriented projects based on Looney Tunes characters, including Looney Tunes: Space Race. Apparently, humor and creativity translate well from French to English.

TITUS PARIS, FRANCE

Titus recently moved out of its old neighborhood, where founders Eric and Hervé Caen grew up, to a new facility just outside Paris. In just the past year, Titus has expanded its Paris office and purchased a U.S. developer named Blue Sky and a U.K. developer called Digital Sim. All this expansion is needed because of an ambitious production schedule of N64 and Game Boy titles.



IN DEVELOPMENT

A smaller memory size doesn't always translate into a smaller game. Titus manages to pack a lot into 32- and 64-megabit Game Paks. Rob Stevens, chief programmer at Titus, hopes to pack Roadsters '98 with every two-seat convertible in the world. As for Superman, the man of steel is finally nearing completion and should appear in the sky this November. Some of that new development muscle will be targeted on two Xena: Warrior Princess titles for the N64. On the Game Boy development side, Quest for Camelot, Titus Jr. and Roadster's '98 are set to become some of the first Game Boy Color titles.

Superman for the N64 will include a large chunk of downtown Metropolis.

UBI SOFT
MONTREUIL, FRANCE

What do farm products have in common with video games? The parent company of Ubi Soft distributed both in France. First came the fertilizer, then someone had the bright idea of using the same distribution network to get computer and video games to market. The unlikely outcome is that Ubi Soft has become one of the major publishers of video games in Europe. In addition to its own games, Ubi also distributes major American titles in Europe, such as Star Wars games from LucasArts. Here in North America, Ubi Soft is known mainly for Rayman, but that is about to change in a major way with four excellent N64 titles due to be released this year.

IN DEVELOPMENT

Buck Bumble is one of the coolest action games of the year, and you can read more about it in this month's preview. Other games in the works are S.C.A.R.S., an F-1 racing title, and a tennis title. The two biggies-Tonic Trouble and Rayman 2-can both be categorized as 3-D platform games with unusual heroes. Rayman 2 is in development at Ubi's main office outside Paris in Montreuil while Tonic is in the works in Montréal, Québec, along with Hype-The Time Quest, a knightly adventure based on Playmobil toys from Germany and scheduled for release in North America in the first quarter of '99. Surprisingly, the Playmobil game doesn't feel like a game for young children. It is an adventure with an extensive inventory and lots of sword fights. "Playmobil is even trendy," reports Benoit Galarneau, Hype's project manager. "I've read reports about people at raves in Germany wearing Playmobil t-shirts and accessories. It's very hot stuff." Could Playmobil chic be the next big fad in North America?

Ubi Soft uses a mix of in-house development and second-party studios such as Argonaut in the U.K. to deliver a wide variety of imaginative, action-based gaming for the N64.

BOARDING CALL

It's time to head back home, so please take your seats and turn off your Game Boys until we're at cruising altitude. As we leave Europe and head west, keep in mind that N64 Game Developers can be found everywhere around the globe, from Japan to Europe and from North America to India. Every month seems to bring new studios into the N64 family. This melting pot of developmental talent will result in more creative, entertaining and innovative games as people from many cultures bring their own, unique perspectives to the world of N64 gaming. We hope you enjoy your return flight. Auf Wiedersehen. Hasta luego. Ciao. Au revoir. Goodbye for now.

EUROGAMES

NP: Can you relate any incidents that took place with regard to a recent N64 development project that might only have taken place at a European developer, as opposed to a Japanese or American developer?

Brian Baglow, DMA
The following problems occurred recently that you just KNOW would never have cropped up at an American or Japanese developer: How can we fit more cruelty to animals into Silicon Valley? Do we need more jokes centered around poo? There are many tasteless bonuses in the game–should we have more? In Body Harvest the problems were similar: Should we increase the total number of humans who can be harvested–since it's so much fun watching them being crunched into small pieces? Should the small green spiders scream pitifully as they run around on fire after being shot? Even though they are evil, undead killers, is it right to run over zombies with a combine harvester? It made us laugh – in the end that was good enough.

Xavier Shon, INFOGRAMES
In fact, it's more the opposite that's been happening: we are developing games based on American heroes. At Infogrames we have done Mission: Impossible and now we are working on five Looney Tunes titles.

Julian Eggebrecht, FACTOR 5
Europeans tend to be very stubborn if they want to get something right, and this really came to extremes in Rogue Squadron with the skies. Since the sky is an important element in a flight game, we tried out dozens of approaches to get them right. We had a fantastic artist from LucasArts working on these for months, but the skies on the N64 never looked as good as on her original canvas. I guess most others would have given up after a year, but we kept on fighting with the problem and finally, four weeks before the final version, we found a way to get her sky textures absolutely perfectly reproduced in 16 million colors. I guess this is very European...

Philip Oliver, INTERACTIVE STUDIOS
We all went in fancy dress to Warwick Castle for a Banquet to celebrate the completion of Glover! We had several knights, a Maid Marion, Robin Hood, Friar Tuck, and an alien. Bit odd that last one, but as he argued, why should visitors from space avoid medieval times!

Spokesperson, RARE
Yes. Some guys from a team recently went out to a curry house in Ashby de la Zouch, which would clearly never happen in Japan or America because it would be far too expensive for them to fly over to Ashby de la Zouch for a curry!

Train for an exciting career in janitorial services.

TONIC TROUBLE

Get ready to mess with it.

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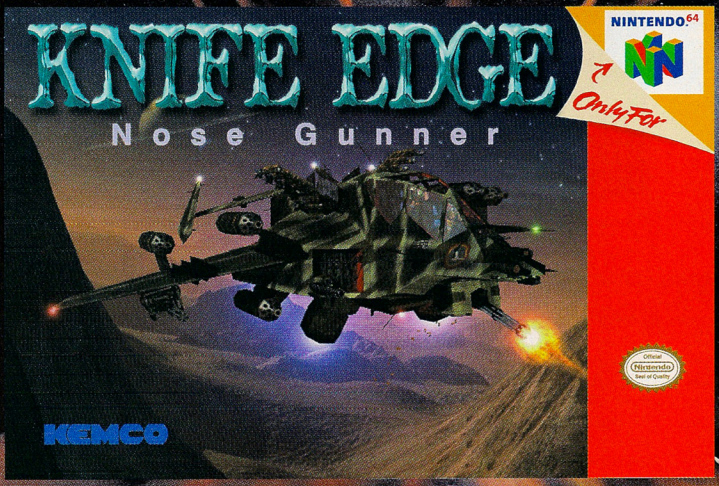
KNIFE EDGE

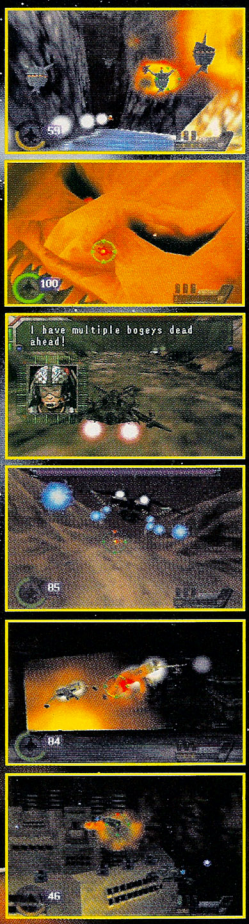
Nose Gunner

You're on the edge of destruction!
You've got missiles, cannons, plasma torpedoes, and nuclear weapons.

You've been given everything you need to defeat the alien race that has taken over the Martian colonies

Except for one thing... Skill





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KEMCO

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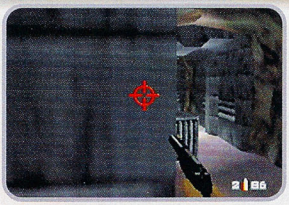
COUNSELORS' corner

GOLDENEYE 007

HOW DO I PICK OFF THE GUYS BEHIND THE CRATES?

You'll encounter well-defended enemies inside the Silo, Train and Cuba stages. One common ability that's frequently overlooked is Bond's ability to lean around corners and shoot. Using the default Controller setting (1.1 Honey), hold the R Button and press the left or right C Button to lean. You can also crouch by holding the R Button and pressing the bottom C Button. If you're quick enough, you can pop up, hit an enemy and hide again before he can return fire.

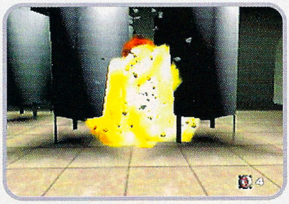


The guards in the Silo are a pain because they'll shoot, duck and hide behind the crates. You'll have to use the same strategy to defeat them.

If you're quick, you'll be able to pop around a corner, hit a target and jump back before anyone can line you up in his sights.

WHAT'S THE TRICK TO CLEARING THE FACILITY IN 2:05?

This daunting task—for 00 Agents only—requires a detailed briefing. If you beat the 2:05 target time in 00 Agent mode, you'll win the Invincibility cheat. As soon as the mission starts, crawl out of the vent and run down the stairs outside the bathroom. Place a Remote Mine on the crate outside the guard room with the remote door console. Go through the door under the stairs, detonate the mine and switch to your PP7. Eliminate the guard and take his security card. Switch to the KF7 you picked up from the guard and activate the remote door. Dodge the guards as you run for the remote door. And after you clear it, zig-zag down the hall and turn left. Take out the guards in front of you, run past the rest and look for Dr. Doak in the hallway. If Doak isn't in the hall, restart the mission until you find him there. Doak will automatically give you the Door Decoder the moment you speak to him, so start running for the bottling room the moment you see his speech on the screen. Plant a Remote Mine at the last turn before the bottling room and run past the guards as you set off the mine. Use the Door Decoder to open the door, then switch back to the three Remote Mines that you have left. Start talking to 006, then step away from the tanks and throw a mine between the tanks. If you throw the mines high enough, 006 won't be hurt. Destroy the next four tanks the same way, and use the last Remote Mine between the final pair of tanks. If everything goes as planned, you'll reach the exit with time to spare. If you still can't believe this can be done, check out our GoldenEye Quick Time Movie cheat at www.nintendo.com.



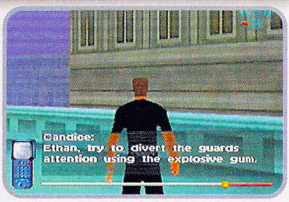
Your placement of your Remote Mines will determine how fast you make it through the Facility.

▶MISSION: IMPOSSIBLE

HOW DO I MAKE THE JUMP OVER THE LASER NEAR THE ROOFTOP?

The moment you start the stage, turn left and run for the fence. You'll need to jump over it to reach the walkway below. Turn left again to see a crate next to the fence. Use your Contact Lenses to spot safe places to step between the laser beams. Climb up on top of the crate and jump over the laser beam to the walkway below you. This is an exceptionally difficult jump, but if you run to the edge of the crate and jump at the last moment, you'll land on the walkway.

Use the Contact Lenses to spot the laser beams, or you won't see what hits you.



You must jump at the last possible moment to clear the beam and land safely on the walkway.

HOW DO I CATCH PHELPS ON THE TRAIN?

You don't "catch" Phelps on the train. Instead, to complete this stage you'll need to blow him away as he jumps off. The hardest part of this assignment is reaching Phelps, but there are several well-proven strategies that will allow you to reach your objective. Despite all the action, you must focus on walking slowly throughout the stage. If you walk too fast, you'll draw attention and more men will try to stop you. Eliminate each man as he stands up, then target anyone else who shows up to stop you. Ignore the snipers in the cars and aim for the drivers. Save your Rocket Launcher for the helicopters at the end of the stage. Once you reach the end of the train, wait until Phelps jumps on the helicopter, then quickly use the Rocket Launcher to destroy it. If you hesitate for even a moment, Phelps will escape, and your mission will be a failure.

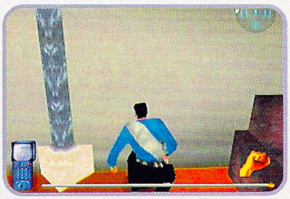
Make your way slowly to the back of the train, and eliminate anyone who steps in your way.

While it's tempting to use it early on, save the rocket launcher for Phelps and the helicopter.

HOW DO I PLACE THE LAST SMOKE GENERATOR?

While most mission objectives in Mission: Impossible are sequential, here you'll need to assume the identity of the ambassador before you can finish placing all six smoke generators. This will foil the guards at the top of the stairs who are watching every move you make. If you're having problems assuming the ambassador's identity, wait for him to call for a waiter before you give him the drink mixed with the nausea powder. Follow his excellency into the restroom, then knock him out. Select and use the Facemaker in the restroom to assume the ambassador's identity. You'll have no problem walking into the elevator and other restricted areas upstairs when you look like the ambassador. Before you go running off to explore new places, remember to drop the last smoke detector in the vent in the hallway leading left at the top of the stairs. Since the guards are interested in your personal safety, they'll spend more time scanning the crowd than watching you stoop down and slide the final smoke generator into the vent.

Don't do it. The guards will follow you and watch your every move if you go upstairs.



After you've assumed the identity of the ambassador, the guards will let you do anything.

▶BANJO-KAZOOIE

HOW DO I PULL NIPPER OUT OF HIS SHELL?

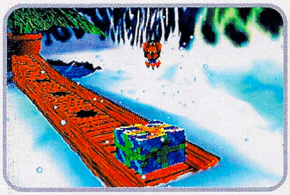
Nipper's beady eyes are his weak spot, but he'll snip you apart if you fail to time your attacks. Jump and use the Rat-a-tat Rap on his mean, green eyes, then retreat and wait for Nipper to stop snapping his claws. You'll be able to jump in and hit him two more times if you Rap quickly each time he stops moving. If you find yourself low on life, lure the Snippet crabs close to Nipper, then Beak Bust them for extra Honeycomb Pieces.

You'll easily jab Nipper between the eyes once, but then you need to time your attacks.

After you've hit Nipper once, wait until his claws stop moving before striking again.

? WHAT'S THE BEST WAY TO CRUSH TWINKLY MUNCHERS? ?

You can use either the Beak Bust or Banjo's Fearsome Forward Roll to keep the Twinkly Munchers in their holes, but you'll need to keep up a steady pace to be sure that the Twinklies reach their tree. Hit the Muncher closest to the box, then work your way toward the tree. As soon as you bonk the Muncher closest to the tree, turn around and run back to the hole in front of the present before a Twinkly gets munched. Repeat the pattern until ten lights reach the tree.



Bust or roll into the Twinkly Muncher closest to the present as the first Twinkly jumps out.

Accuracy is everything in this game, so bash the Munchers back into their hole on the first try.

Once you've wasted the Muncher by the tree, run back to the present and do it all again.

? WHAT'S THE EASIEST METHOD FOR SWATTING THE ZUBBAS? ?

Zubbas are the bees guarding the Jiggy inside the nest in Click Clock Wood. During the summer you can Beak Bust your way into the nest, but you'll have to defeat all ten Zubbas to win the puzzle piece. While you could use your Rat-a-tat Rap to defeat the Zubbas, the easiest way to swat them down is to use up all ten Gold Feathers up with your Wonderwing move. If the bees move fast enough, you'll still have a few Gold Feathers left over, but if you find yourself running out of invincibility, resort to using the forward roll or punch to finish off the remaining pests.

If you're an expert player, you can Rat-a-tap Rap the Zubbas in the nest, but that's the hard way.

The easy way to down all the Zubbas is to bring ten Gold Feathers into the nest with you.

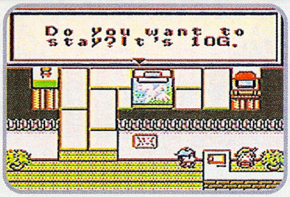
The powerful Wonderwing will quickly and easily neutralize all ten Zubbas and earn you a Jiggy.

▶LEGEND OF THE RIVER KING

HOW DO I EARN THE RIGHT TO FISH IN FUN LAKE?

To open up Fun Lake, you'll have to catch one of each fish in the game, including the Guardian. Once you've caught all of the fish, you'll see a message that will tell you that Fun Lake is open for fishing. To fish there, just stay at any inn, where you'll be asked if you want to go to this exclusive fishing hole. You can catch any fish in the game at Fun Lake, but as the name implies, this fishing spot is strictly for fun.

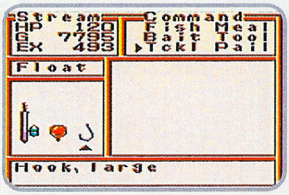
Once you've hooked one of every fish in the game, it will be open season on Fun Lake.



To reach this placid lake, stay at any inn in the game. Could this all just be an angler's dream?

? WHICH BAIT SHOULD I USE TO CATCH THE GUARDIAN? ?

The Guardian likes Worms the best. You'll increase your chances of hooking this whopper if you use a Casting Rod and remember to switch to a large hook. To find this monster fish, you'll have to locate the Secret Pond in Area 3, a spot the game also calls the Stream. Look for a small pond with a marsh in the middle on the left side of Area 3. You'll have to use your Axe to cut down the bushes and reach the muddy shores. The Guardian tends to hide out on the right side of the pond. If he slips into the marsh, wait for him to swim back out before you try fishing again.



Worms are the Guardian's favorite food, but you won't hold him unless you tie on a large hook.

Use your Axe to cut down a path to the Secret Pond in the middle of the left side of side of Area 3.

If the Guardian gives you the slip into the Marsh, reel in your line and wait until the fish returns.

Q&A FAST FACTS

In the USA Call: 1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

In Canada Call: 1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

Or write to: Counselors' Corner
P.O. Box 97033, Redmond, WA 98073-9733

CHOPPER ATTACK

Q: How many endings are in the game?
A: Two. One on Normal and one on Expert Mode.

Q: When can I buy the secret weapon?
A: You can buy it just before the final mission in Expert Mode.

Q: How do I dump the guy on my rotor blade?
A: Just wiggle the Control Stick until he falls.

IGGY'S RECKIN' BALLS

Q: Who is the best character to race with?
A: Iggy is the best overall, but Narlie also does well in any situation.

Q: Is there a trick or a code to get my jump and grapple back for the Hard difficulty mode races?
A: Nope. That's why it's hard. The only way to win here is to play fair and square and race fast.

FINAL FANTASY LEGEND III

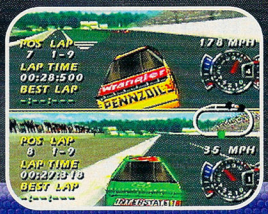
Q: How do I reach the big hole surrounded by mountains in Pureland?
A: The hole is actually scenery. You can't go there.

Q: Is it possible to return to the Past, Present or Future once I'm in Pureland?
A: No. At this point you'll be almost at the end of the game. There's no going back.

NASCAR '99 FROM EA SPORTS WORKS BOTH AS A SERIOUS SIM AND A TIRE-RIPPING ARCADE RACER. WHICH WAY WOULD YOU RATHER PLAY?

SPEED FREAKS

As far as some players are concerned, there are too many racing games. Asking them to count all the racing titles is like asking them to count the grains of sand in a desert. As far as stock car fans are concerned, however, NASCAR '99 is the proverbial oasis in that selfsame desert. As the first stock car racer for the N64, NASCAR '99 would garner at least some attention no matter what. The game stands on its own merits, however, offering both sim-level driving and arcade-style thrills. Using a host of different options, you can dial up or turn down the realism as much as you'd like. You can run a 500-lap race with realistic handling, damage and official NASCAR race rules, or you can take a few turns around a track with your car tricked out as an invincible, high-speed tank. The game also boasts a healthy dose of authentic NASCAR atmosphere, featuring 31 real-life drivers and real-time commentary from race announcers and pit crew chiefs.



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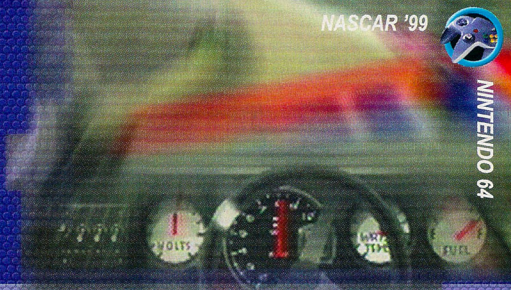


REVVIN' IT UP!

The three modes allow one or two players to sample every driver and all 17 tracks in the game, regardless of your skill level or number of wins. Even rookie drivers can experience the heady high speeds at Indianapolis or tackle the twisties at Sears Point. No matter which mode you choose, though, you can bet that it won't be anything like your regular commute!

QUICK RACE

In the Quick Race mode, you're catapulted into a race at random. The computer chooses the track, your driver and your opponents at random. Whether you're an expert racer or a Sunday driver, this mode gives you a quick thrill as well as a good test of your driving skills.

SINGLE RACE

The Single Race Mode allows you to pick your driver and the track. This is especially handy if you're having trouble in the Championship mode. If you can't seem to master a particular track, you can run that race until you get it down pat.

CHAMPIONSHIP

If you've dreamed of running with the likes of Dale Earnhardt or Jeff Gordon, then the Championship Mode is the one for you. As one of 31 top NASCAR drivers, you race through 18 Winston Cup Series events in a fantasy season. Standings are tallied after each race, and the computer also keeps track of your number of wins, best finishes, best lap times and so on.

The first place finisher in each race receives a certain number of points. Each finisher up to number 20 also receives some points. These points are tallied after each race to determine a driver's current season standing.

The driver with the most points at the end of the season, naturally, wins the championship. Even if you're not one of the top drivers, you can participate in all of the races and continue to the next exciting season.

OPTIONS GALORE

Everything from the rules of the road to your car's gear ratios can be tweaked and tucked. Here are a few of the options that can help you drive straight into the winner's circle.

YELLOW FLAGS: When an accident occurs, all cars form a single line at reduced speed until the wreckage is cleared. You keep your place, but any lead you may have is cut to nothing. You may want to turn this option off, especially during shorter races.

DAMAGE/BREAKDOWNS: With the Damage and Breakdown options on, any system or part on your car may fail at any time because of race damage or plain bad luck. If you're a stickler for realism, keep them on. If they're off, you can smash your way to a first-place finish.

CAR SETUP OPTIONS

You can change your car's setup before any race in any mode. It's no problem finding the mix of acceleration, top speed and handling that's right for you.

TRANSMISSION: A Manual tranny accelerates faster but is tougher to control.
REAR SPOILER: Decrease the downforce on the rear spoiler to increase your top speed. Increase the downforce to improve your handling.
WEDGE: Wedge affects your car's suspension and weight distribution. On tracks with high banks, increase wedge to help stabilize the car in the turns.
TIRE PRESSURE: Increasing tire pressure improves your car's handling and grip but also increases tire wear.
GEAR RATIOS: Low gear ratios add up to better acceleration, while high gear ratios equal a higher top speed.

You can even break the laws of physics or subtract a few points from your fellow drivers' IQs in this game. Steering response, race length, draft force, opponent AI and more can be adjusted to your liking.

DRIVER'S SEAT

All of the drivers are skilled, and any one of them is capable of taking the Winston Cup Series. Here's some info on each driver that may help you choose your championship team.

JOHN ANDRETTI has driven everything from midget racers to IndyCars and has excelled with them all. His versatility is his greatest strength, and you can bet that he'd be a contender on any track.

JOHNNY BENSON may still be a relative newcomer to NASCAR, but his climb from 21st overall in 1996 to 11th overall in 1997 is significant. He may be the proverbial dark horse in your fantasy season.

GEOFF BODINE was the late bloomer of 1997, running much stronger in the second half of the season than the first. There's a good chance this momentum will carry over into a new year.

Often pegged as one of the "young guns" on the circuit, JEFF BURTON's record is as good as any veteran's. With three wins and a 4th-place finish overall in 1997, this young gun is aiming high!

1997 was a season of both highs and lows for WARD BURTON, who racked up seven top-10 finishes and eight finishes at 34th or worse. A new season may be just the thing to fire him up.

In real life, RICKY CRAVEN is no longer the driver of the No. 50 Budweiser Chevrolet, but in your fantasy season, his determination could add up to more than a few top-10 finishes.

DALE EARNHARDT has won seven Winston Cup titles and nearly every other title available to drivers in his class. Have no doubt that "The Intimidator" is still a force to be reckoned with!

BILL ELLIOT enjoyed something of a comeback in 1997, posting no wins but doing well enough to place 8th overall for the season. Another top-10 season could be on tap this year.

In 1997, JEFF GORDON won his second Winston Cup and became only the second man in history to win the "Winston Million" prize, solidifying his place as one of the foremost drivers in NASCAR today.

Like Rickey Craven, DAVID GREEN is no longer behind the wheel of this car in real life. His rookie year with the No. 96 Caterpillar Chevy was promising, however, with 27 starts.

BOBBY HAMILTON is a solid veteran who can likely give you several top-10 finishes in a season. It would take some work for him, however, to record a top-10 finish overall.

ERNIE IRVAN's comeback in 1997 included a win at Michigan International Speedway, the site of his devastating 1994 crash. He placed 14th overall last year, but his determination came in first!

KENNY IRWIN JR. has won Rookie of the Year awards in three different racing series, and he's definitely a contender for that same title in your fantasy season.

For DALE JARRETT, 1997 was a benchmark year. He extended a winning streak begun back in 1996 and posted numerous career highs, making him one of our top championship picks.

For solid, consistent performance, you could do worse than BOBBY LABONTE. He posted a career-high 7th overall in the 1997 standings and racked up at least one win in each of the last three years.

TERRY LABONTE was the 1996 Winston Cup champ, and he seemed poised to repeat his success in 1997. A late-season slump robbed him of the cup, but he should be right back in contention this year.

STERLING MARLIN is leaving the No. 4 Morgan-McClure Chevy for the No. 40 SABCO Chevy, but he'll be bringing a terrific 1997 record along with him, including two top-five finishes at Daytona.

MARK MARTIN posted back-to-back wins at Sears Point and Talladega last year and finished just 29 points behind series champ Jeff Gordon. He's definitely a contender and not a pretender!

JEREMY MAYFIELD has improved every year of his short NASCAR career, and despite the fact that he has yet to post a Winston Cup series win, he would do your racing team proud.

Like Jeremy Mayfield, TED MUSGRAVE is regarded as a terrific driver despite not having won at this level. His five top-five finishes and eight top-10 finishes in 1997 are a testament to his skill.

STEVE PARK was sidelined earlier this year by injuries suffered in an accident, but that won't keep the 1997 Raybestos Rookie of the Year down for long.

As the son and grandson of stock car legends, KYLE PETTY has quite a legacy to live up to. This strong, consistent performer promises a good run in the No. 44 Hot Wheels Pontiac.

RICKY RUDD has the distinction of posting at least one win per year in 15 consecutive seasons. It's tough being an owner/driver, but he shows what dedication can accomplish.

Like many others, KENNY SCHRADER won sprint and midget car titles before moving to stock cars. His first year with new team owner and crew chief Andy Petree put him in the top-10 overall for 1997.

Moving from the Craftsman Truck series to the Winston Cup series was a significant step on MIKE SKINNER's 20-year climb up the racing ladder. This veteran "rookie" improves with each year.

HUT STRICKLIN has seen a lot of change in his career. In real life, he has since moved from the No. 31 to the No. 96 Caterpillar Chevy, but no matter the ride, count on him to drive hard.

What Cal Ripken is to baseball, DICK TRICKLE is to motorsports, posting more than 1,200 wins in various series before becoming the Winston Cup Rookie of the Year in 1989—at age 48!

Like his older brother Rusty, KENNY WALLACE has a penchant for short tracks. He started sixth or better five times on short tracks in 1997. He also picked up his first two Busch Poles last year.

RUSTY WALLACE is a perennial contender, having won the Winston Cup Series championship in 1989 and finishing each of the last four seasons somewhere in the top 10.

When it comes to NASCAR, three-time Winston Cup champ DARRELL WALTRIP has "been there, done that." That doesn't mean he doesn't want to do it again, though!

MICHAEL WALTRIP has finished the last three seasons ahead of his brother Darrell in the point standings. He could be just one stroke of luck away from a multi-win season.

TRACK TALK

Winning takes a lot more than just driving around in a circle really fast, and we have tips for each of the 17 tracks featured in the game. Each raceway has more unique features than you might think and demands different strategies and tactics.

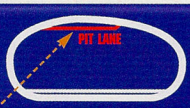
You should tweak your car's settings before each race to match the particular conditions of the track. You may need to adjust them further during some races, especially the longer ones.

Some tracks have two pit lanes. Yours is shown in red.

NORTH CAROLINA

The turn off the back stretch seems to loom out of nowhere, so be careful that it doesn't take a bite out of your front end. You may be cruising along just fine, only to find your car suddenly barreling toward the wall at a very unhealthy rate of speed.

REAR SPOILER
WEDGE
TIRE PRESSURE
GEAR RATIOS



PHOENIX

Known as the "Jewel of the Desert," this one-mile loop is just one big turn to the left. There is one straightaway, but there's little room to run. Go for handling and tire grip instead of a high top-end speed and keep a steady hand on the wheel.

REAR SPOILER
WEDGE
TIRE PRESSURE
GEAR RATIOS

GEARING UP FOR ACTION

On tracks with long straightaways, set your gear ratios high for maximum top speed. If you're going to be stuck in the twisties, focus on short ratios for quick acceleration.

PRACTICE MAKES PERFECT

Use the Practice laps to test different car setups and to practice following the dark "drive line" on the track. This line shows the best, shortest route through the course.

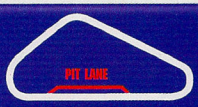
DELAYS ARE THE PITS

Pit stops are crucial but time consuming. You can afford longer stops in longer races, but plan ahead and do only what needs to be done in each stop.

POCONO

Pocono's unusual shape equals unusual opportunities. Most drivers run on the outside of the track just before turns one and two. Run on the inside, coming in a bit hotter than usual, and cut off your competitors just before they enter the turn.

REAR SPOILER
WEDGE
TIRE PRESSURE
GEAR RATIOS



RICHMOND

You must qualify high and/or establish an early lead here at Richmond. If you're not great with drafting, you won't have many chances to move up through the pack on this short, tight track. You really have to jockey for position to win.

REAR SPOILER
WEDGE
TIRE PRESSURE
GEAR RATIOS

SEARS POINT

Sears Point is more road course than speedway, offering gear heads a different kind of challenge. Pay attention to all the track features and seize any opportunities to cut across the smaller twists and turns. Cut your speed way down in the hairpin.

REAR SPOILER
WEDGE
TIRE PRESSURE
GEAR RATIOS

TALLADEGA

This is classic NASCAR racing at its very finest. Talladega is four lanes wide at most points, even in the highly banked turns, allowing you to run flat-out most of the time. When they coined the term "speedway," this is what they had in mind.

REAR SPOILER
WEDGE
TIRE PRESSURE
GEAR RATIOS

TEXAS

Whoever said that everything in Texas is big could have been thinking about the racing action here on the Texas Motor Speedway. Tight lanes and wicked turns will have you fighting for position constantly during the grueling Texas 500.

REAR SPOILER
WEDGE
TIRE PRESSURE
GEAR RATIOS

WATKINS GLEN

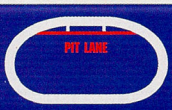
Watkins Glen is likely the prettiest track on the circuit, but that beauty is a just mask for all of the dangerous, deceptive turns. About halfway through the course, be careful not to drive off the track and onto an open access road.

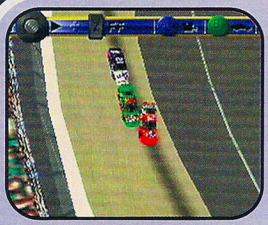
REAR SPOILER
WEDGE
TIRE PRESSURE
GEAR RATIOS

ATLANTA

The Atlanta Motor Speedway measures a relatively long 1.54 miles, but the straightaways seem incredibly short—so short, in fact, that you'll likely be doing most of your passing in the high, banked turns. Drafting is the order of the day here.

REAR SPOILER
WEDGE
TIRE PRESSURE
GEAR RATIOS





REAR VIEW

Objects are really closer than they appear, and if you're not careful, opponents will pass or clip you at every opportunity. Keep an eye on the traffic and avoid any potential "road rage" incidents.

WHERE THERE'S SMOKE...

...there's usually a fire or, perhaps, an opponent who thinks the next car over is a rolling can of Spam just waiting to be peeled open. If you see smoke, be ready to dodge damaged cars and any parts thereof.

BRISTOL

Bristol is the home of both the Food City 500 (day) and the Goody's 500 (night). Racing on this tight, .533-mile track can seem more like a demolition derby than a NASCAR event, especially if you're careless or just plain crazed.

REAR SPOILER
WEDGE
TIRE PRESSURE
GEAR RATIOS

CALIFORNIA

Despite the fact that the California Speedway is a full 2.0 miles long, it drives a lot like the much-shorter Bristol. If you're not careful on the sharp turns, you'll be hearing your crew chief yell, "Whoa, there goes a tire!" an awful lot.

REAR SPOILER
WEDGE
TIRE PRESSURE
GEAR RATIOS

CHARLOTTE

Even at 1.5 miles long, Charlotte Motorspeedway seems quicker than some. It widens out to four lanes on the straightaways, but tightens up quite a bit in the turns. The Coca-Cola 600 is unique in that it's an afternoon-to-night event.

REAR SPOILER
WEDGE
TIRE PRESSURE
GEAR RATIOS

DARLINGTON

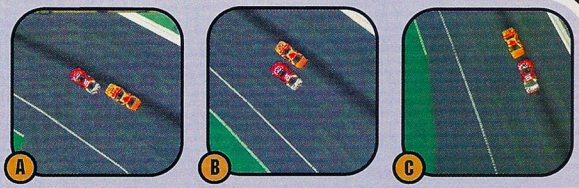
With its two very different turns, Darlington has more than earned its nickname, "Too Tough to Tame." The wide lanes tempt you to run flat out, but on the long turn, you're likely to turn too tightly and skid to the inside as slide out to the wall.

REAR SPOILER
WEDGE
TIRE PRESSURE
GEAR RATIOS

INDIANAPOLIS

The Brickyard's famous straightaways invite one and all to run at maximum speed. Exchange some handling for top speed, but don't let your car get too loose. The faster you go, the more unstable you'll be, no matter how grippy your tires are.

REAR SPOILER
WEDGE
TIRE PRESSURE
GEAR RATIOS



IN RACING, DON'T DODGE THE DRAFT

Drafting is a racing technique where one car slips into another car's wake and uses the air flow to slingshot ahead. Move in very close behind the car ahead of you, as the orange car is doing in figure A. If you move in close enough, you'll reach an area of calm air, and your car will have to work less to maintain speed. In fact, this should give you enough extra power to accelerate around the car ahead of you, as shown in figure B. If you stay close as you pass, the combined wakes around your two cars will slingshot you ahead of your opponent, as shown in figure C.

LAS VEGAS

Even with shallow banks set at a mere 12 degrees, the wide turns on the Las Vegas International Speedway allow you to run flat-out most of the time. The Las Vegas 400 will pass in no time—relatively speaking, that is.

REAR SPOILER
WEDGE
TIRE PRESSURE
GEAR RATIOS

MARTINSVILLE

At just .526 miles, the Martinsville Speedway features some of the tightest turns in the entire game. Keep the gear ratios low and your engine revs up. You'll be sawing through the gears like a lumberjack through a redwood tree!

REAR SPOILER
WEDGE
TIRE PRESSURE
GEAR RATIOS

MICHIGAN

In contrast, Michigan features some of the widest turns. Let yourself drift slowly to the outside lane and, at the peak of a turn, swoop down to the inside. If you time this right, you can cut past a competitor just as the track straightens out.

REAR SPOILER
WEDGE
TIRE PRESSURE
GEAR RATIOS

ARENA

Are you game?

THE CHALLENGES

SWAMP, SNOW AND SAND

Swamp nor snow nor sand can stop Banjo-Kazooie. It shouldn't stop you either, so head for Bubble Gloop Swamp, Freezeezy Peak and Gobi's Valley to clean the area of every last note, Jiggy and Honeycomb Piece. A record time could land you in the Arena.

RUN, RUN, RUN TO WIN, WIN, WIN

By scoring 2,000 points in the Space Fever II game, you'll be able to compete in the secret Run! Run! Run! game. Send us your time, and if it ranks in the top 25, you'll win Power Stamps (and uncover mystery pictures 29 and 30 in Album B with a 16-second finish or better).

SOAKING UP A HIGH SCORE

Don't let your high score in Wetrix go down the drain or down in vain—have it immortalized in Arena. If you can store more water than a camel in the Pro Mode of Ocean's watery puzzle game, snap a photo of your unfathomable achievement, then send it in for a chance at winning four Power Stamps.

#1

BANJO-KAZOOIE

#2

GAME BOY CAMERA

#3

WETRIX

NP SCOREBOARD

STAR FOX 64

Most Venomian Units Destroyed (Vol. 103)

Mark Thompson, Marysville, MI	1,678
Adam Leonard, Winston-Salem, NC	1,676
Brandon Elliott, Niagara Falls, ON	1,675
Vincent Friebe, Anderson, SC	1,674
David LaCoste, Chateauguay, QC	1,673
Mark Newheiser, Escondido, CA	1,669
Alan Burgess, Phoenix, AZ	1,663
V. Ambrosio, Jr., Middle Village, NY	1,662
Greg Vera, El Paso, TX	1,662
Alex Arabien, Laval, QC	1,656
Matthew Marinos, Vallejo, CA	1,650
Andrew Moreno, Chester, NJ	1,649
Philip Aiken, Bedford, MA	1,644
Johnnie MacDonald, Durham, NC	1,641
Kathleen James, Salem, OR	1,640
Jeffrey Webber, Glendale, CA	1,637
Joe Matthews, Castroville, CA	1,636

DIDDY KONG RACING

Best Times for Crescent Island (Vol. 107)

Kan Zhu, Tempe, AZ	1:13:10
Nathan Maresh, Wheaton, IL	1:17:90
Clifton Poli, Orlando, FL	1:18:58
Robert Morris, San Antonio, TX	1:20:63
Troy Ruprecht, Holland, MI	1:20:80
Clint Whidden, Seattle, WA	1:20:96
Daniel Finley, Colorado Springs, CO	1:22:25
Policarpo Kantun Jr., Highland, CA	1:22:83
Rebecca Simon, Franklin, IN	1:23:13
Nick Gregoire, Blackstone, MA	1:23:46
Steve Roof, Canton, OH	1:24:16
Johnny Duong, Buena Park, CA	1:24:31
Max VanDuyne, Independence, OH	1:24:40
Rory Mahood, Calgary, AB	1:24:68
Alex Brisson, Embrun, ON	1:24:98
Mike Wenzinger, Saline, MI	1:25:05
Eric Lopez, Dallas, TX	1:25:55

WHO AM EYE?

Jeepers, creepers, where'd we get those peepers? See if you can identify the game character whose eyes we're beholding.

TRY THIS!

Diddy Kong Racing Test Drive

You may have been the first to the finish line in DKR dozens of times, but how was the rest of the ride? Pick Diddy Kong as your racer, then pull into Darkmoon Caverns in Tracks Mode so that you begin the race in 8th place. When you've finished the three-lap run, answer the following questions to see how your driving skills measure up.

1. How many bananas did you collect before reaching the first zipper?
A) 3 B) 2 C) 1 D) 0

2. How many bananas did you collect before reaching the second zipper?
A) 7 or more B) 5-6 C) 3-4 D) 0-2

3. Which balloon did you get on your way out of the second tunnel?
A) The right Boost Balloon B) The left Boost Balloon C) A Shield Balloon D) none

4. How many times did your car hit the walls in the third tunnel?
A) 0 B) 1 C) 2 D) 3 or more

5. Which balloon did you pick up on your way to the loop-the-loop?
A) The right Dropper Balloon B) The left Dropper Balloon C) A Missile Balloon D) none

6. In which position did you finish the first lap?
A) 1st B) 2nd C) 3rd D) 4th-8th

7. In which position did you finish the second lap?
A) 1st B) 2nd C) 3rd D) 4th-8th

8. What was your final time for the race?
A) 2:19:99 or less B) 2:20:00-2:29:99
C) 2:30:00-2:39:99 D) 2:40:00 or more

Figure out whether you answered mostly with A's, B's, C's, or D's, then refer to the list below to see what kind of driver you are.

A) You're a pro, and you've surely beaten T.T. a few times.

B) You're an accomplished racer, and you've likely beaten Wizpig a few times.

C) You know these roads like the back of your hand. A few words of advice: To make steering easier, it's better to keep your eyes on the road than on the back of your hand.

D) You're a road rookie, so keep trying. Just bear in mind that the accelerator is your friend—it makes the car go.

Quiz

Also Known As...

You can quickly recognize the name of a video game when you hear one, but what happens when the actual name is replaced with synonyms? For example, what game could also be known as "Chubby Checker's dance for color-changing lizards?" If you guessed Chameleon Twist, you should be in the right mind-set to identify the ten following cross-word-style clues.

1. Bay City haste
2. The autumnal equinox's fully illuminated planetary satellite
3. Tremble
4. Life story fanatics
5. Headed for the third rock from the sun
6. Assault on the pearly whites
7. Flawless absence of light
8. Warrior's predetermined future
9. Pep assembly for the highest sprockets
10. Genus Bucephala

What is the lowest score you can make on the Trick Attack Halfpipe 1080° snowboarding without running out of time? —A Twisted Challenge from Grant Woolard of Martinsville, VA

In Mario Kart 64, can you shoot yourself or another driver into a shortcut? —A Twisted Challenge from Ben Ginder of Long Beach, CA

NAGANO WINTER OLYMPICS '98

Longest K-120 Ski Jumps (Vol. 107)

Brian Witt, Pittsford, NY	330.4
Will Workman, Pittsburgh, PA	312.9
Charlie Kinzer, Watseka, IL	307.7
Lance Bates, Benton, TN	303.5
Sean Matter, Concord, CA	297.0
Kyle Houff, Luray, VA	296.2
Robert Coulson, Phoenix, AZ	295.6
Bob Drake, Goshen, NY	276.2
John Spence, Roanoke, VA	250.7

NAGANO WINTER OLYMPICS '98

Best Snowboard Halfpipe Scores (Vol. 107)

Mitchell Packett, Woodbridge, VA	39.9
Charlie Kinzer, Watseka, IL	39.1
Wil Workman, Pittsburgh, PA	38.1
Sean Matter, Concord, CA	37.2
Ian Achey, Carbondale, CO	36.9
Bob Drake, Goshen, NY	36.1
Daniel Klioze, Highland Park, NJ	35.9
Kyle Houff, Luray, VA	35.4

DO YOU HAVE WHAT IT TAKES?

Send us challenge ideas or photos of your achievements for this month's Arena. If we use your suggestion or if you're a top qualifier, you'll receive Super Power Stamps and have your name featured in NP. For a complete list of qualifiers, surf to www.nintendo.com.

HOW TO BE PICTURE PERFECT

• Include your N64 or Super NES in the photo of your high score. • Dim the lights, then take a few photos without a flash. • If you're taking a photo of a Game Boy, place it on a flat surface. • Write your name, address and Member Number on the back of your photo. • The Arena challenges featured in this issue must be received no later than Nov. 10, 1998.

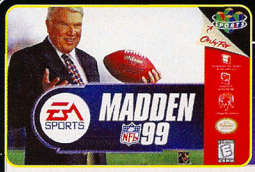
E-mail us with challenges and suggestions at:
arena@nintendo.com
OR send entries to:
Power Player's Arena, P.O. BOX 97033
Redmond, WA 98073-9733

ANSWERS TO VOLUME 112

BANJO-KAZOOIE SCAVENGER HUNT
1) 5 2) starboard 3) 16
4) anchors 5) 10 6) a Jinjo
7) 2 8) 1 9) Twycross, England
10) 20

WHAT'S MY LINE?
1) Falco Lombardi, Star Fox 64
2) Duke Nukem, Duke Nukem 64
3) Ken Griffey Jr., MLB Featuring Ken Griffey Jr.
4) Sabotage, BioFreaks
5) Bonker, Clay Fighter 63⅓
6) John Madden, Madden 64
7) Marina Liteyears, Mischief Makers
8) Chumbawamba, World Cup '98

HIDE & SEEK
Bomberman Hero



MADDEN NFL '99

- EA Sports/96 Megabits
- 1 to 4 players simultaneous
- Controller and Rumble Pak compatible
- NFL and NFLPA licenses
- Historical teams
- One-Button Mode

The leader is back in the game.

GRAPHICS Determined to cover all the bases this year, the development team for Madden NFL '99 went all out on the graphics, using the N64's hi-res mode. The resulting graphics are great—crisp, detailed, and featuring smooth, realistic animation. Multiple camera perspectives let you see the action from angles ranging from inside the quarterback's helmet or at blimp height above the field.

PLAY CONTROL Madden football games have always featured excellent play control, and this game is no exception. Active players have a full range of moves such as jukes and turbo speed. Play selection is a snap, as well. Players can customize all settings and save the information on their Controller Paks.

GAME DESIGN To reclaim their position as top dog in the football field, EA Sports knew that it would take a great game that included all the important licenses, features and modes. Madden NFL '99 has it all. The beginner mode makes it easy for players of all skill levels.

SATISFACTION For novices or experts, Madden has the right play called.

SOUND Good play-by-play announcing.

COMMENTS Scott–*An excellent game all-around for rookies or vets.* Erich–*The play control is even better than last year. I'm thinking of taking a week off just to play more of this game.* Terry–*I'd like more historical teams.*

SCORES

E	8.2
T	8.3
S	8.0
TM	8.7
SP	8.2

GRAPHICS=8.5 PLAY CONTROL=8.2 GAME DESIGN=7.8 SATISFACTION=9.0 SOUND=7.5

SPACE STATION SILICON VALLEY

- Take 2/128 Megabits
- 1 player
- 4 game save slots
- 31 stages
- 45 species of critters

EVERYONE
CONTENT RATED BY ESRB

What could be better than sheep from outer space?

GRAPHICS Space Station Silicon Valley has undergone about as many changes in development as you can imagine, but in the final version it seems that all the pieces came together. The 3-D stages have a simple but fun look, and the silicon creatures ooze character.

PLAY CONTROL Since every animal has different abilities, you'll have to master a lot of different types of controller moves. Surprisingly, it seems quite natural after a short time.

GAME DESIGN Innovation is the best word to describe DMA/Gremlin's game and its mix of action, puzzles, adventure and comedy. There is plenty of variety and exploration in the many levels, and some very clever mission puzzles to keep players scratching their heads.

SATISFACTION This game should open a few eyes if players give it a chance.

SOUND Fun and funny, the sound in Silicon Valley should stay turned on.

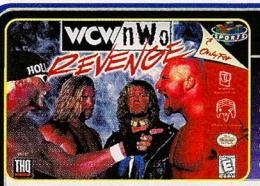
COMMENTS Scott–*When I came to Nintendo, I never expected to spend my days chasing sheep, and I never would've thought it could be so much fun.* Jason–*As diverse as games get, including areas reminiscent of everything from Star Fox to Punch-Out!! to Frogger to Wave Race 64. This is my sleeper hit of the year.* Terry–*The Wallace & Gromit style of humor is a great touch.*

SCORES

J-8.6
TM-8.0
T-6.9
SP-8.1
S-8.8

GRAPHICS=7.6 PLAY CONTROL=7.6 GAME DESIGN=9.0 SATISFACTION=8.2 SOUND=7.6

WCW/NWO REVENGE



- THQ/128 Megabits
- 1 to 4 players simultaneous
- Game Pak save feature
- Rumble Pak compatible
- More than 60 wrestlers
- 6 arenas

EVERYONE
CONTENT RATED BY ESRB

The bad boys of the NWO take on the WCW in a grudge rematch.

GRAPHICS THQ's second wrestling game goes further in every area of graphics, from the inclusion of six arenas to realistic wrestlers and lots of lighting effects. Players get to choose from among 26 costume styles for their wrestlers. The animation is very realistic, too. In poses and taunts, the wrestlers show a lot of 'tude.

PLAY CONTROL Easy to master, the play control in Revenge makes the control in WWF seem complex. Since the controls for special moves are the same regardless of the wrestler you control, it's easy to play with any of your favorite guys.

GAME DESIGN There's a ton of modes, including exhibition, tag team, three championship tournament divisions, and two special matches like Battle Royal. If you win a tournament, you'll open up hidden modes and wrestlers.

SATISFACTION Fans will eat this one up. It has instant playability, lots of bells and whistles and all the wrestlers from both federations.

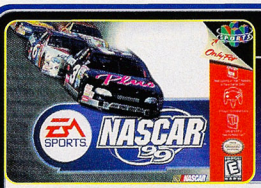
SOUND The effects and crowd responses are good, but the announcer is virtually absent.

COMMENTS Paul–*This is the button-masher of the month. THQ tweaked the already-great game play of World Tour and ramped up the atmosphere to the nth degree.* Sonja–*The new characters and smoother graphics are great.*

SCORES

T-7.6
P-8.8
SP-7.9
S-8.0
TM-8.0

GRAPHICS=7.8 PLAY CONTROL=8.5 GAME DESIGN=8.0 SATISFACTION=8.3 SOUND=7.2

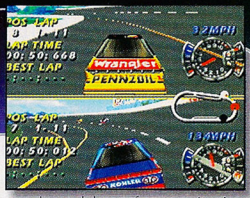


NASCAR '99

- EA Sports/96 Megabits
- 1 to 2 players simultaneous
- Controller and Rumble Pak compatible
- 18 Winston Cup tracks
- 31 cars and drivers

EVERYONE

ESRB



Thunder on the N64.

GRAPHICS The car models and special effects range from good to impressive in the first NASCAR racing game for the N64. Touches such as the tire marks that remain on the track add to the realism. The backgrounds aren't nearly as impressive.

PLAY CONTROL At high speed, these NASCAR racers aren't highly maneuverable, which is why you race mainly on open ovals with banked curves. Part of the game strategy is to do the most with the limitations imposed by high speed physics.

GAME DESIGN This game has all the NASCAR essentials, including a two-player mode and lots of customization options. You can even handicap the opposition to give yourself a better shot at the checkered flag. The Rumble Pak does a great job of making the crashes seem realistic.

SATISFACTION NASCAR fans will be in motor sports heaven. But if you prefer a wilder race, like DKR or Mario Kart 64, NASCAR '99 may seem pretty tame.

SOUND The commentary gets old fast, but the car and track sounds won't disappoint.

COMMENTS Scott–*There's more strategy here than meets the eye.* Terry–*You don't have to be a NASCAR fan to fall in love with it, but if you are, this game is heaven.* Sonja–*It's beautiful, but who really has the time to race 500 laps?* Paul- *It's more fun than a demolition derby.*

N64

SCORES

S-7.7
P-7.0
T-7.0
TM-8.7
SP-8.6

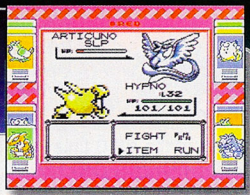
GRAPHICS=8.0 PLAY CONTROL=6.8 GAME DESIGN=7.6 SATISFACTION=7.2 SOUND=7.6

POKéMON

- Nintendo/4 Megabits
- 1 player
- Battery backed memory
- 150 Pokémon to catch
- Pokémon trading with Game Link

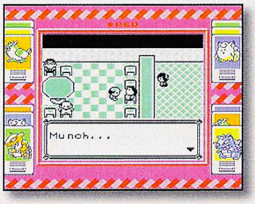
EVERYONE

ESRB



Now you can be a Pokémon master.

GRAPHICS Graphics: The Pokémon creatures are the hit of this Game Boy game, and they're one of the reasons that it has sold over eight million copies in Japan. The animation is fairly simple, but the Pokémon look cool and have lots of character.



PLAY CONTROL Play control is simply a matter of walking around and making menu selections.

GAME DESIGN On the surface, Pokémon may seem like a fairly standard RPG in the tradition of Dragon Warrior, but it's what is below the surface—the collecting and trading elements—that make Pokémon special. The differences between the Blue and Red versions of the game are in the Pokémon that can be found in each of the Game Paks.

SATISFACTION If you're looking for a new epic experience with the twist of trading and collecting, Pokémon is the only game in town. The actual game play isn't as challenging as some RPGs, and the themes may come across as fairly young.

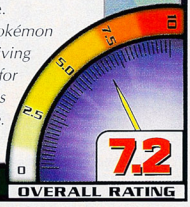
SOUND The music is cute but appropriate.

COMMENTS Scott–*The battles between Pokémon require players to devise special tactics, giving the game some hidden depth.* Paul–*Good for young adventurers and collectors. Serious role players may want to look elsewhere.* Terry–*Lots of replay value.*

Game Boy

SCORES

T-6.6
E-7.1
TM-7.3
P-7.7
SP-7.0



GRAPHICS=6.2 PLAY CONTROL=7.0 GAME DESIGN=8.2 SATISFACTION=7.4 SOUND=6.2

DISNEY'S MULAN

- THQ/4 Megabits
- 1 player
- Passwords
- 6 stages
- 2 difficulty settings

EVERYONE
CONTENT RATED BY ESRB

Game Boy

SCORES

J-4.7
S-4.7
SP-5.0
P-5.6
TM-5.4

This is one princess who knows how to fight!

GRAPHICS It's not a Disney experience, but the backgrounds and characters look vaguely reminiscent of the movie, although the animation is stiff. (It's too bad THQ didn't make this a Game Boy Color title.)

PLAY CONTROL Most of the game involves traditional platform-type jumping, running and fighting. But for a platform game that's directed at a young audience, the play control in some stages can be awkward. Collision detection also seems imprecise.

GAME DESIGN Apart from the basic moves, Mulan uses some tools and different techniques to get past enemies and obstacles. In one level she swims in a river, and in another she uses a shield as a snowboard.

SATISFACTION Once you get past some of the mechanical problems with the game play, Mulan delivers fairly solid platform action. The password should ensure that all players will see the final battle against Shan Yu, but most players will get there without breaking a sweat, although they may yawn.

SOUND The music isn't taken from the movie, so don't expect a Disney reprise.

COMMENTS Scott–*The game lasts about as long as the movie, but perhaps for the right, young audience, it will provide some play value.* Paul–*This game will be frustrating to its target audience.*

GRAPHICS=5.6 PLAY CONTROL=4.6 GAME DESIGN=4.8 SATISFACTION=5.0 SOUND=6.0

BEHIND THE NUMBERS AND NAMES

EVALUATORS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

- **ARMOND**-Fighting, RPGs, Adventures
- **DAN**-Action, Adventures, Sports
- **ED** -Sports,Puzzles, Action
- **HENRY**-Fighting, Action, Sports
- **JASON**-Adventures, Action, Puzzles
- **PAUL**-Fighting, Sports, Simulations
- **SCOTT(SP)**-Sports, Simulations, Adventures
- **SONJA**-Puzzles, RPGs, Fighting
- **TERRY(TM)**-RPGs, Simulations, Puzzles
- **TODD**-Sports, Action, Adventures

RATINGS

Each Power Meter category is weighted to reflect its overall importance. We feel that Satisfaction and Game Design are the most important areas, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

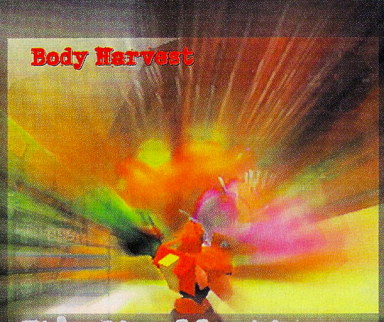
- GAME DESIGN: 25%
- GRAPHICS: 20%
- SATISFACTION: 25%
- PLAY CONTROL: 20%
- SOUND: 10%

AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.

- **E** EVERYONE — All Ages
- **EC** EARLY CHILDHOOD — Early Childhood
- **T** TEEN — Teen (13+)
- **M** MATURE — Mature (17+)
- **A** ADULTS ONLY — Adult (18+)

NR RATING PENDING — Games that were released prior to the commencement of the ratings system are designated NR.



It's finally time to panic.

PAK WATCH

The inside source for all Nintendo News.

THIS MONTH

SPACE CIRCUS

The French are coming!

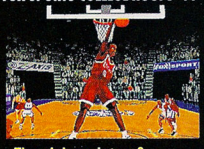
LODE RUNNER 64

Thar's gold in them thar hills.

VR POOL 64

Crave banks one off the side.

FOX SPORTS COLLEGE HOOPS '99



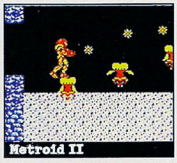
The only hoops in town?

GAME BOY COLOR WILL CONQUER THE WORLD

On November 23rd, Game Boy Color will arrive in stores throughout North America. From our first-hand play testing, here's what you can expect: Amazement! As you can see in these first-ever published screen shots of actual Game Boy Color games, the color is excellent, especially on games programmed to make use of the system's 54-color palette. On Quest for Camelot, one of the first Game Boy Color titles due to be released, the color is rich and bright. Unlike the original Game Boy and Game Boy pocket, direct light won't interfere with your view of the screen. The screen itself produces the sharpest Game Boy image ever, for existing Game Boy titles as well as Game Boy Color titles. The viewing angle is also much greater than with the traditional Game Boy. Another discovery we made is that virtually every existing Game Boy title is greatly enhanced when played on Game Boy Color. Screens are sharper and the default color pattern always seems to make sense, as you can see in the example of Metroid II shown below.

Color games are on the way

The system is clearly a winner in our view, but the real test is in the new games that will make full use of the new technology. So far, we've been able to play only Quest for Camelot and existing Game Boy titles, but the first third-party published titles will be finished within a few weeks and should be released at the same time as Game Boy Color itself. The color versions of Link's Awakening and Wario Land II should be released early next year. The number of announced titles is growing every week as more and more publishers realize the potential of the new system. The best is yet to come.



ALIENS DEVOUR HUMAN HOSTS!
THEN ASK FOR DOGGIE BAG

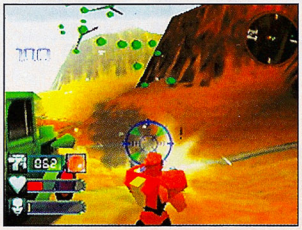
They come from the cold depths of space, pincers clacking and jaws dripping in anticipation of the feast, for they have come to the third planet from the sun for the harvest of humans. Such is the gory premise of Midway's Body Harvest, but the actual game play is far less blood-thirsty, and far more fun, than the story suggests.

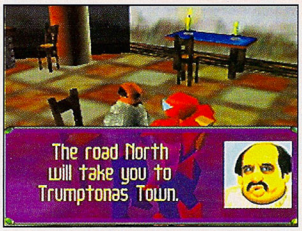
Through time and space

The story begins in the future when the earth is invaded by an insectoid race of ravenous aliens. The clever humans realize that the initial invasion actually began about a century before, in the early years of the 20th Century. Therefore, the humans send a heavily-armed super agent back in time to stem the tide before it turns into a flood. Naturally, they choose you to do the dirty work. The game then takes place in four historical periods, and one future period, in the areas where subsequent bug landings occur.

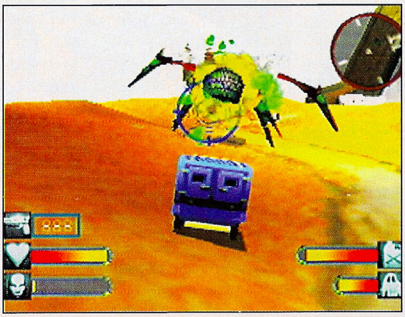
It's big, really big

Each of the landing sites turns out to be a huge chunk of real estate, with bugs crawling around and chomping people all over



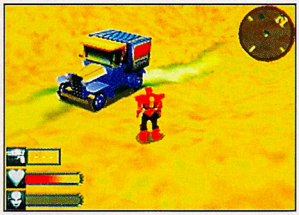


the place. The areas are so big that you'll need to drive from point to point if you want to get anywhere. In addition to splattering the bugs at every opportunity, you'll have to talk to people who have managed to survive, follow clues that lead to stores of weapons, and try to save as many undigested humans as possible. You'll visit towns, enter buildings, read messages, search for food and fuel, find hidden passages, stock up on weapons and ammo, use explosives and tools, and even solve puzzles.



No keys required

Of course, one of the coolest things in this game is that your character gets to drive everything with a motor. You just hop in, and as long as you have gas, off you go, bouncing down the road with Rumble Pak bumps. You can also shoot aliens out of your vehicle. The vehicles (about 60 of them) are extraordinary. For each historical stage of the game, the



models are based on real cars, trucks and motorcycles. For anyone who likes cars, the simple act of getting from place to place in Body Harvest is a total thrill.

Get those fat alien freaks

But of course the real point of all this adventuring is to stop the invasion, and the way to accomplish that is to defeat the bugs. Once you spot them, which is easy to do because most of them are huge, green and more menacing than Godzilla, you target and fire. Of course, these bugs aren't stupid. They've traveled thousands of light-years to eat you, so they're likely to attack from various fronts, and they won't be daunted by a few setbacks.

Believe it or not

Believe it or not, the game that was one of the first N64 Dream Team titles is really here, and it's one of the best. The graphics, the game play, and the basic concept of Body Harvest have undergone many changes over the years, but in the end the wait will have been worth it. Along with Zelda, Turok 2 and Rogue Squadron, this is one N64 title that no one should miss when it arrives in late October or early November.

Guess who's coming to dinner...

Pak Play

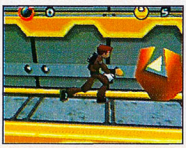
Hands-on previews of upcoming games.

THERE'S A FOX IN THE HOUSE

Fox Sports Interactive may be the new kid on the block when it comes to N64 sports titles, but if Fox Sports College Hoops '99 is any indication, they will soon be a household name. The NCAA license comes stocked with 120 of the top teams, their logos, and even the arenas in which they play. The real test, of course, is the game play, and that too is looking good. College Hoops may not have some of the graphic glitz of Kobe Bryant in NBA Courtside, but in most respects it's a lot easier to play and control. Offensively, the game presents two passing options at any time, based on open passing lanes. You can fake, call for a pick, make alley-oop plays and even call for your team players to shift their positions in the hopes of opening up a scoring opportunity. Unlike most sports games, virtually all of the preset camera positions are playable. The only absent element is the actual names of this year's players, and that's because the NCAA won't allow it. But team play selections and tendencies, plus player attributes, are based on expected rosters for this season. With the NBA going through labor troubles this year, Fox Sports College Hoops '99 might be the only game in town when it is released this November.

IS IT THE MOTHERLODE?

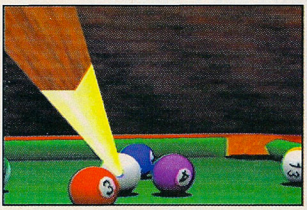
Lode Runner for the N64 has been one of those projects that defy the usual comparisons. It's a well-known title without a publisher. It's a 2-D game in a brave new 3-D world. It's been in development for almost two years and there's still no release date, but it's virtually finished. But for all of the questions, we also have a few answers now that Big Bang Software has sent us a copy of the game. Fans of the original Lode Runner will find that many of the elements have been magically preserved in spite of the additional dimension. After a short learning curve, in which they'll learn not to stand around in one place too long, players will experience a variety of 3-D puzzles in five world settings. In all, there will be 100 puzzle levels in the game. Most of the action is in the form of using devices such as the Lode Runner's block blaster to clear a path. That generally requires timing and planning. The best news of all is that several publishers are now very interested in the game. We may even see it by the end of the year.

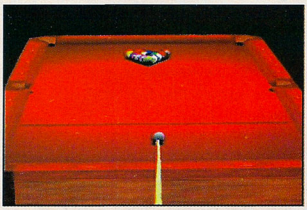


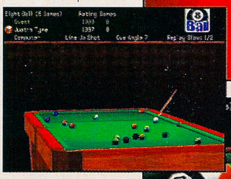
POOL ANYBODY?

PAK WATCH

When no one was looking, Crave Entertainment stepped in and grabbed one of the coolest games from the PC world–a realistic simulation of pool called VR Pool. By the time you read this issue, Celeris will have put the finishing touches on VR Pool 64, the N64 version of the game. Come this November, or late October, you'll be able to play nine pool games including 8 Ball, 9 Ball, 3 Ball, 6 Ball, 10 Ball, Straight Pool, Rotation, One Pocket and Bank Pool. That's just for starters. With our alpha version of VR Pool 64, we also tried our hand at the trick shot mode. In the final game, you'll be able to save your own trick shot setups on a Controller Pak. Shooting makes use of the Control Stick in a very intuitive manner, virtually recreating the motion of sliding the cue through your fingers. The graphics are ultra realistic, and the physics of ball movement is truly remarkable. If you've ever wanted to have your own pool table, but didn't have the space or the extra cash, VR Pool 64 is the perfect alternative. Four players will be able to join in the fun, making this potentially one of the best party games around. Send out the invitations.

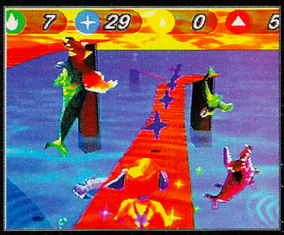






THE GREATEST SHOW OFF EARTH

Space Circus plopped down from planet France to a rousing welcome at Pak Watch. The Infogrames' N64 title also was met with a few death threats from colleagues who couldn't stand the incessantly happy music of the game, but once we turned down the tunes, and managed to find the English language option, we were on our way with Starshot and company. It's all very colorful and curious, but you're probably wondering what the game play is like. The main character, Starshot, bounces around and shoots stars-that one was pretty obvious-in an attempt to stay out of trouble with the local police on various planets. It seems that these intergalactic circus folk are always getting in trouble. Starshot has several jumping moves and the very cool ability to steer his shots to the left and right, which you accomplish using the Control Stick. Analog walking and running, and excellent camera controls, round out the basic picture. But much of the charm of this game comes from the story, graphics and cheesy humor. It is not intended to be ultra realistic, and the cartoon-look is like nothing you're likely to see on Saturday mornings. All in all, we're looking forward to the debut of this continental big top act.



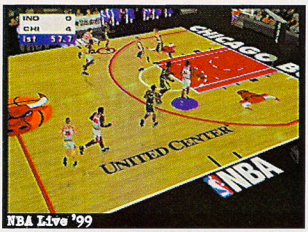
...avec fromage, monsieur?

Pak Peeks

What's breaking in the world of games.

The NBA plays here

EA Sports' NBA Live series will finally arrive on the N64 this fall with NBA Live '99. The Live series has sold over six million copies

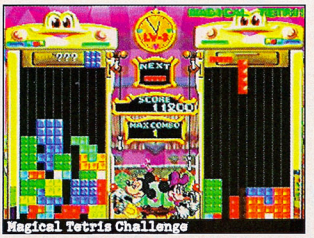


NBA Live '99

and dates back to the Super NES. This year's game has all the expected simulation features and the NBA teams and players, but there's an improved AI engine, new sound and an exclusive arcade mode found only on the N64 version of the game. Enhanced Pro-Action AI allows characters to respond to real situations during the game. For instance, if the post player is double-teamed, a teammate will spot up for a three-point shot. The arcade mode will feature monster dunks, motion blur balls and wacky sound effects. (Oddly, Acclaim's NBA Jam 64 will feature more simulation play in its N64 debut.) We expect to see NBA Live '99 released this November, and we expect it to be one of the hottest sports titles of the season.

A new face for Tetris

Magical Tetris Challenge Featuring Mickey combines two of America's favorite pas-



Magical Tetris Challenge

times, playing Tetris and watching Mickey Mouse. Capcom noted the obvious strength in this duo and decided that it was perfect for the N64, the library of which is still lacking in the puzzle game category. Although the Tetris game hasn't been changed much, the addition of a story and Disneyesque animations, plus a special multiplayer mode, make this a serious game in a fun package. This exclusive screen shot from the alpha version should give you a taste of the fun to come this December when Magical Tetris Challenge Featuring Mickey is scheduled to be released.

Heroes return

Hudson Soft's Dual Heroes is back on the fast track after a 12-month delay. ElectroBrain, a long time publisher of Game Boy and Super NES titles, has picked up the stylish tournament fighter and plans on releasing the game by late October or early November. The game hasn't changed much since Power previewed it last year, but this time it seems that the Heroes will truly arrive. That's good news for ElectroBrain, which has survived some thin years by rereleasing Game Boy classics. But the Utah-based publisher has some big plans for the future, possibly including more N64 games and Game Boy Color titles.

Fishing with the boys

From Japan comes news of one of the most remarkable adaptations of the versatile Game Boy system ever. Bandai, along with help from Honda, has created a fish-finding sonar device that works with Game Boy. Priced at about $100, the fish-finder is far cheaper than traditional sonar units, and it can detect finny targets at a depth of 20 meters, or 60 feet. The output of the unit shows up on the Game Boy screen. We just wonder if this will also work with Legend of the River King, or Hot-B's upcoming Super Black Bass for Game Boy.

The big hype

In this issue's European Tour, you read about a new game in development at Ubi Soft called Hype. Well, it's no hype. The game may star the simple Playmobil figures, but a recent play test of the game reveals that this is no toy for infants. With adventure elements and lots of sword fighting, the medieval theme really comes alive, as you can see in the PC shot. How Ubi Soft plans to make Hype seem macho enough for the North American market, where we demand that our heroes are as rugged as the Rockies–is anyone's guess. But we suggest that they start with some hype pretty soon.

Hype

A tremor in the force

THQ is getting into the Star Wars act with a Game Boy adventure called Yoda Stories. The overhead scroller features Star Wars settings and wisdom from the Jedi master. That's just the beginning of THQ's Game Boy lineup this fall. We also have a first look at three other action titles: Small Soldiers, Rugrats and A Bug's Life, all based on the recent or upcoming movies. Yoda's

Yoda's Story

Story, Rugrats and Small Soldiers won't be customized for use with Game Boy Color, but they'll still look great with the default settings on the new system. THQ plans for future Game Boy titles to be done in color.

Around the globe

These days, N64 news comes from every corner of the globe. From New York, for instance, news has arrived that a new Duke Nukem game, Duke Nukem Zero Hour, is well underway at Eurocom, in the U.K. This new shooter is said to be an entirely new game, with new levels, story, enemies, and wise-cracking Dukism's. We also caught a glimpse of Shadow Man recently, although on a PC platform, and it also looked impressive. As you might expect from this comic book license, the themes are as dark as night with soul worms sucking the souls of victims in subterranean chambers. The third-person adventure will feature excellent graphics, sound and a mix of platform and shooting action. Don't expect to see it before March of '99.

From THQ comes word of a slight delay to Penny Racers. The game should move from a fall release date to a winter date in the first quarter of next year. That is also true of Charlie Blast's Territory, which has also received a new name, not that the challenge will be any less. In addition to a larger memory configuration, Charlie Blast will receive more story cinema scenes and as many as 40 new puzzle levels.

And from Japan comes word that Castlevania will be delayed by about a month. Now Konami hopes to release the adventure by the end of January rather than in December. That's probably good news, because with so many hit, must-play N64 titles coming out this fall, you'll need the time to finish those games before you pick up the Dracula challenge.

Castlevania

The Legend of Zelda: Ocarina of Time

Nintendo

Glover

Hasbro Interactive

Milo's Astro Bowling

Crave Entertainment

NHL '99

EA Sports

Buck Bumble

Ubi Soft

Survivor: Day One

Konami

PAK WATCH

RELEASE FORECAST

N64

AIR BOARDING USA	FALL '98
BODY HARVEST	FALL '98
BUCK BUMBLE	FALL '98
BUST-A-MOVE 3	FALL '98
CASTLEVANIA	WINTER '98
CHARLIE BLAST'S TERRITORY	WINTER '98
DUAL HEROES	FALL '98
EARTHBOUND 64	FUTURE
EARTHWORM JIM 3D	FALL '98
EXTREME-G 2	FALL '98
FIGHTING FORCE 64	FALL '98
FOX SPORTS COLLEGE HOOPS '99	FALL '98
GLOVER	FALL '98
HARRIER 2000	FALL '98
HYBRID HEAVEN	FUTURE
JUNGLEBOTS	WINTER '99
THE LEGEND OF ZELDA: OCARINA OF TIME	FALL '98
LEGO RACERS	FUTURE
LODE RUNNER 64	FALL '98
MAGICAL TETRIS CHALLENGE FEATURING MICKEY	FALL '98
MICRO MACHINES V3	FALL '98
MILO'S ASTRO LANES	FALL '98
NBA JAM '99	FALL '98
NHL '99	FALL '98
NHL BREAKAWAY '99	FALL '98
O.D.T.	WINTER '99
PENNY RACERS	WINTER '98
RAYMAN 2	WINTER '99
ROADSTERS '98	FALL '98
ROGUE SQUADRON	FALL '98
RUSH 2	FALL '98
S.C.A.R.S.	FALL '98
SHADOWGATE 64	FALL '98
SHADOW MAN	WINTER '99
SPACE CIRCUS	FALL '98
STARCRAFT	FUTURE
SUPERMAN	FALL '98
SURVIVOR	FALL '98
TONIC TROUBLE	FALL '98
TOP GEAR OVERDRIVE	FALL '98
TWELVE TALES: CONKER 64	FUTURE
VRALLY	FALL '98
WIN BACK	FALL '98
WIPEOUT 64	FALL '98

Game Boy

A BUG'S LIFE	FALL '98
BOMBERMAN POCKET	FALL '98
CONKER'S POCKET TALES	FALL '98
DÉJÀ VU 2	FALL '98
GAME & WATCH GALLERY II	FALL '98
GEX 3D	FALL '98
NBA JAM '99	FALL '98
PITFALL 3D	FALL '98
POWER BATTLE	FALL '98
QUEST FOR CAMELOT	FALL '98
RUG RATS	FALL '98
SHADOWGATE CLASSICS	FALL '98
SMALL SOLDIERS	FALL '98
SPAWN	FALL '98
TETRIS DELUXE	FALL '98
TOP GEAR POCKET	FALL '98
TUROK 2	FALL '98
WARIO LAND II COLOR	WINTER '98
YODA'S STORY	FALL '98
ZELDA: LINK'S AWAKENING (COLOR)	WINTER '98

BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! Features in each issue are listed below:

Volume 112 (Sept. '98): F-Zero X, Gex 64, Bomberman Hero Part 2, Mission: Impossible, Cruis'n World, Blitz, Knife Edge, Deadly Arts, The Legend of Zelda: Ocarina of Time, Wipeout 64, NASCAR '99, WinBack.

Volume 111 (Aug. '98): Bomberman Hero Part 1, GT 64 Championship Edition, Waialae Country Club: True Golf Classics, F-1 World Grand Prix, Flying Dragon, ISS '98, WWF War Zone (GB), Turok 2 Preview, Gex 64 Preview, Special: Nintendo Power Online Update, Kobe Bryant in NBA Courtside Basketball Camp, Exclusive Interview with Miyamoto.

Volume 110 (July '98): WWF: War Zone, Banjo-Kazooie Review Part 2, Mortal Kombat 4, Chopper Attack, Harvest Moon (GB), Mission: Impossible, Mike Piazza's Strike Zone, Quest 64, Bust-A-Move 2, All-Star Baseball '99 (GB), F-Zero X Preview, Special: Nintendo Power Looks Back.

Volume 109 (June '98): Banjo-Kazooie, FIFA World Cup '98, Bio Freaks, All-Star Baseball '99, Forsaken 64, Offroad Challenge, Game Boy Camera, ISS Soccer (GB), Mortal Kombat 4, E3 '98 Report, World Grand Prix, Chopper Attack.

Volume 108 (May '98): Major League Baseball featuring Ken Griffey Jr., Banjo-Kazooie Preview, Pokémon Special, 1997 Nintendo Power Awards Results, Forsaken 64, Iggy's Reckin' Balls, Quake, Bomberman GB, Harvest Moon (GB), Brain Drain, Flying Dragon Preview, Offroad Challenge, Mickey Mouse Magic Wands!

Volume 107 (April '98): Kobe Bryant in NBA Courtside, Deadly Arts, Virtual Chess, Quake Review Part 2, 1080° Snowboarding, Wetrix, Mystical Ninja Starring Goemon (GB), Legend of the River King, MLB Featuring Ken Griffey Jr., N64 Player's Choice Games, Iggy's Reckin' Balls Preview, Game Boy Camera and Printer, Foolish April News Briefs.

Volume 106 (March '98): 1080° Snowboarding, Rampage, NHL Breakaway '98, Quake, Yoshi's Story Continued, NBA in the Zone '98, Wario Land II, Castlevania Legends, Bust-A-Move 2, Quest Preview, A First Look at Mission: Impossible, Nintendo Power Award Nominations.

Volume 105 (Feb. '98): WCW Vs. NWO: World Tour, Nagano Winter Olympics '98, Olympic Hockey Nagano '98, Yoshi's Story, Mystical Ninja Starring Goemon, Diddy Kong Racing Codes, Fighter's Destiny, AeroGauge, FIFA: The Road to the World Cup '98, James Bond 007, Maui Mallard in Cold Shadow (GB), Cruis'n World.

Volume 104 (Jan. '98): Yoshi's Story, WCW vs. NWO: World Tour, Snowboard Kids, Space World Report, Duke Nukem 64, Diddy Kong Racing, Jeopardy!, Fighter's Destiny, Turok: War of the Bionosaurs, The Fidgetts, The Lost World: Jurassic Park, Wetrix.

Volume 103 (Dec. '97): Diddy Kong Racing, Zelda 64: 100 Photos, Bomberman 64, Chameleon Twist, MK Mythologies, Wayne Gretzky 3-D Hockey '98, Automobili Lamborghini, Donkey Kong Land III: The Lost World, Wheel of Fortune.

Volume 102 (Nov. '97): Madden 64, NFL Quarterback Club '98, Diddy Kong Racing, San Francisco Rush, Duke Nukem 64, Clayfighter 63⅓, Top Gear Rally, Kirby's Dream Land 3, Donkey Kong Land III, Konami Close-Up, Diddy Kong Racing, Dual Heroes.

Volume 101 (Oct. '97): Extreme-G, Mischief Makers, Mace: The Dark Age, Legion X, Tetrisphere Strategies, AeroFighters Assault, F-1 Pole Position, Super NES Arkanoid, Super NES Space Invaders, Timon and Pumbaa, Tamagotchi, Donkey Kong Land III, Mortal Kombat I & II (GB).

Volume 100 (Sept. '97): Previews: Zelda 64, Yoshi's Story, Banjo-Kazooie, MLB Featuring Ken Griffey Jr., Bomberman 64, Conker's Quest, Extreme G, WCW vs. NWO: World Tour, Silicon Valley, San Francisco Rush, Mortal Kombat Mythologies, Duke Nukem 64, NFL Quarterback Club '98, Body Harvest, Top Gear Rally, Quest 64, GoldenEye: 100 Best Ambushes, 100 Best Codes Ever, 100 Best Games of All Time, First 100 Games for the N64.

Volume 99 (Aug. '97): GoldenEye 007 Mission Briefings, Multi Racing Championship, Star Fox 64 Gold Medals, Tetrisphere, Robotron 64, Brunswick WTOC, Ken Griffey Jr. Presents: MLB (GB), Tetris Plus, Mischief Makers Preview, Blast Corps Comics.

Volume 98 (July '97): Star Fox 64, Dark Rift Review, International Superstar Soccer 64, Hexen Part 2, Blast Corps: Expert Levels, Disney's Hercules, Online Update with Amy and Travis, 1997 E3 Preview, Pocket Monsters, Blast Corps Comics.

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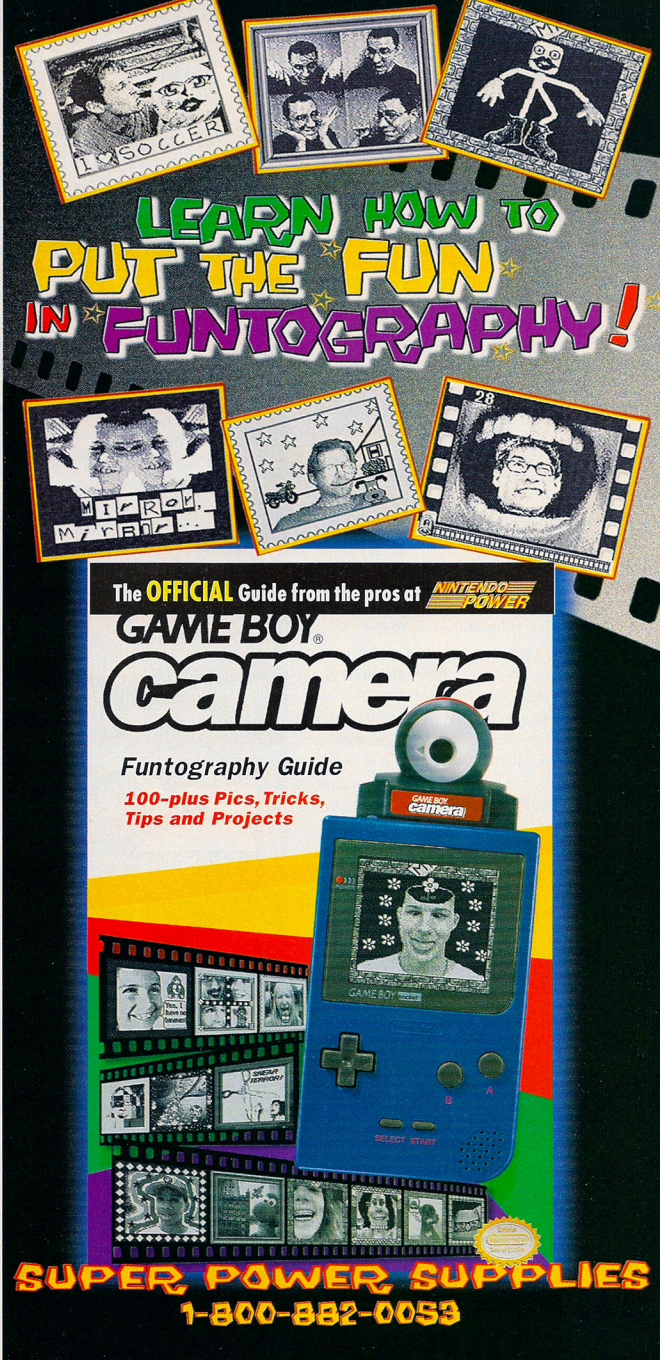

S.C.A.R.S

SCARRED FOR LIFE?

Intense racing action hits the streets September '98 for PlayStation® Game Console and PC-CD ROM. October '98 on the Nintendo® 64. Play alone or inflict permanent damage on up to 3 of your friends. And, if you fall behind, you can always BLAST 'EM. They'll always remember you - every time they look in the mirror.

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PlayStation

NINTENDO64

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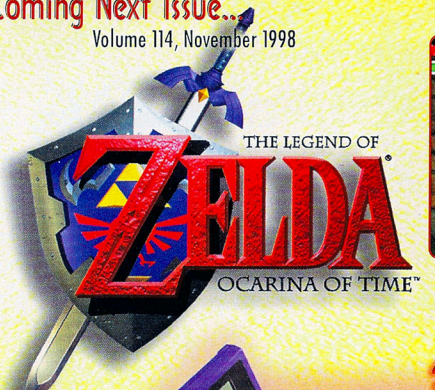
Coming Next Issue...

Volume 114, November 1998



No more previews, no more sneak peeks, no more hype. Next month's detailed strategy review of The Legend of Zelda: Ocarina of Time will sweep you away and into the first stages in the game. If you think you've had it tough growing up, wait until you see the perils Link has to overcome in his adventures as a young lad in the land of Hyrule. Grab your sword and shield, and forge your way into Link's latest adventure.

Red Hot! GAME BOY COLOR

It's the Game Box everyone has been waiting for—Game Boy Color! We'll give you a first look at the hardware and show you some of the spectacular new games ready to hit the shelves—in living color!

BUCK BUMBLE

Do you have what it takes to be a first-rate combat bee? The dizzying flying battles in Buck Bumble can drive you buggy, but we'll show you the stinging strategies you'll need to earn your wings.

BODY HARVEST

Swarms of insectoid aliens are invading the earth, and you're about to be served up at their banquet! Read up on our time-traveling tips and road maps in Volume 114.

N64

1. AeroFighters Assault
2. AeroGauge
3. All-Star Baseball '99
4. Automobili Lamborghini
5. Banjo-Kazooie
6. Bio Freaks
7. Blast Corps
8. Blitz
9. Bomberman: Hero
10. Bomberman 64
11. Bust-A-Move 2
12. Chameleon Twist
13. Charlie Blast's Territory
14. Chopper Attack
15. Clay Fighter 63⅓
16. Cruis'n USA
17. Cruis'n World
18. Dark Rift
19. Deadly Arts
20. Diddy Kong Racing
21. Doom 64
22. Duke Nukem 3-D
23. Extreme-G
24. F-1 Pole Position 64
25. F-1 World Grand Prix
26. F-Zero X
27. Fifi Road to World Cup '98
28. FIFA Soccer 64
29. Fighter's Destiny
30. Flying Dragons
31. Forsaken
32. Get 64: Enter the Gecko
33. GoldenEye 007
34. GT 64 Championship Edition
35. Hexen
36. Iggy's Reckin' Balls
37. International Superstar Soccer '98
38. International Superstar Soccer 64
39. Jeopardy!
40. Killer Instinct Gold
41. Knife Edge
42. Kobe Bryant in NBA Courtside
43. Mace the Dark Age
44. Madden '99
45. Madden 64
46. Mario Kart 64
47. Mike Piazza's StrikeZone
48. Mischief Makers
49. Mission: Impossible
50. MLB featuring Ken Griffey Jr.
51. Mortal Kombat 4
52. Mortal Kombat Mythologies: Sub-Zero
53. Mortal Kombat Trilogy
54. Multi-Racing Championship
55. Mystical Ninja Starring Goemon
56. Nagano Winter Olympics '98
57. NBA Hangtime
58. NBA in the Zone '98
59. NFL Quarterback Club '98
60. NFL Quarterback Club 99
61. NHL Breakaway '98
62. NHLPA and NHL Present Gretzky's 3-D Hockey '98
63. Olympic Hockey Nagano '98
64. PilotWings 64
65. Quake
66. Quest 64 (N64)
67. Rampage World Tour
68. Robotron 64
69. San Francisco Rush: Extreme Racing
70. Snowboard Kids
71. Space Station Silicon Valley
72. Star Fox 64
73. Star Wars: Shadows of the Empire
74. Super Mario 64
75. 1080° Snowboarding
76. Tetrisphere
77. Top Gear Rally
78. Turok: Dinosaur Hunter
79. Turok 2: Seeds of Evil
80. Twisted Edge Snowboarding
81. Virtual Chess 64
82. Wasalae Country Club: True Golf Classics
83. War Gods
84. Wave Race 64
85. Wayne Gretzky's 3-D Hockey
86. WCW vs.nWo Revenge
87. WCW vs. nWo World Tour
88. Wetrix
89. Wheel of Fortune
90. World Cup '98
91. WWF War Zone
92. Yoshi's Story

Super NES

93. Aaahh!!! Real Monsters
94. Addams Family Values
95. The Adventures of Batman & Robin
96. Animaniacs
97. Arcade's Greatest Hits
98. Arcade's Greatest Hits: The Atari Collection 1
99. Bass Master Jr.
100. Bass Masters Classic Pro Edition
101. Breath of Fire II
102. Brunswick's World Tournament of Champions
103. Bust-A-Move
104. Castlevania: Dracula X
105. Chrono Trigger
106. Dirt Trax FX
107. Disney's Aladdin
108. Donkey Kong Country
109. Donkey Kong Country 2
110. Donkey Kong Country 3
111. Doom
112. Earthbound
113. Earthworm Jim 2
114. Earthworm Jim 2
115. FIFA Soccer '97
116. Final Fantasy II
117. Final Fantasy III
118. Final Fantasy V
119. Frank Thomas Big Hurt Baseball
120. Harvest Moon
121. Illusion of Gaia
122. Jungle Strike
123. Ken Griffey Jr. Presents: MLB
124. Ken Griffey Jr.'s Winning Run
125. Killer Instinct
126. Kirby Super Star
127. Kirby's Dream Course
128. Kirby's Dream Land III
129. The Legend of Zelda: A Link to the Past
130. Looney Tunes B-ball
131. The Lost Vikings II
132. Lufia II
133. Madden NFL '98
134. Mario Paint
135. Mega Man X
136. Mega Man X2
137. Mega Man X3
138. Mega Man 7
139. Monopoly
140. Mortal Kombat II
141. Mortal Kombat 3
142. NBA Hangtime
143. NBA Jam
144. NBA Jam Tournament Edition
145. NBA Live '98
146. NFL Quarterback Club '96
147. NHL '98
148. Ogre Battle
149. Road Rash
150. Secret of Evermore
151. Secret of Mana
152. SimCity
153. SimCity 2000
154. Star Fox
155. Street Fighter Alpha 2
156. Street Fighter II
157. Street Fighter II Turbo
158. Super Bomberman 2
159. Super Mario All-Stars
160. Super Mario Kart
161. Super Mario RPG
162. Super Mario World 2: Yoshi's Island
163. Super Metroid
164. Super Punch-Out!!
165. Super Star Wars
166. Super Street Fighter II
167. Tetris Attack
168. Tiny Gear 3000
169. Ultimate Mortal Kombat 3
170. WWF Raw
171. WWF WrestleMania: The Arcade Game
172. X-Men: Mutant Apocalypse
173. Zoop

Game Boy

174. Adventure Island
175. Aladdin
176. Asteroids/Missile Command
177. Battle Arena Toshinden
178. Black Bass Lure Fishing
179. Bomberman GB
180. Brain Bender
181. The Bugs Bunny Crazy Castle 2
182. Bust-A-Move 2
183. Castelian Tarosk
184. Castlevania: Adventure
185. Castlevania: Legends
186. Castlevania II: Belmont's Revenge
187. Centipede/Millipede
188. College Slam
189. Contra: The Alien Wars
190. Donkey Kong Land
191. Donkey Kong Land 2: Diddy's Kong Quest
192. Donkey Kong Land 3
193. Donkey Kong '94
194. The Flintstones
195. Earthworm Jim
196. The Flintstones
197. FIFA Road to World Cup '98
198. Final Fantasy Adventure
199. Final Fantasy Legend
200. Final Fantasy Legend II
201. Final Fantasy Legend III
202. Fish I Fun Fisk
203. Frank Thomas Big Hurt Baseball
204. Galaga/Galaxian
205. Game & Watch Gallery
206. Harvest Moon
207. Hercules
208. International Superstar Soccer '98
209. James Bond 007
210. Jimmy Connors Tennis
211. Jungle Strike
212. Jurassic Park 2
213. Ken Griffey Jr. Presents: MLB
214. Killer Instinct
215. Kirby's Block Ball
216. Kirby's Dream Land
217. Kirby's Dream Land 2
218. Kirby's Pinball Land
219. Kirby's Star Stacker
220. Legend of the River King GB
221. The Legend of Zelda: Link's Awakening
222. The Lost World: Jurassic Park
223. Madden '96
224. Mail Mallard in Dark Shadow
225. Mega Man
226. Mega Man V
227. Metroid II: Return of Samus
228. Mickey Mouse: Magic Wand
229. Mole Mania
230. Mortal Kombat/Mortal Kombat II
231. Mortal Kombat II
232. Mortal Kombat 3
233. Ms. Pac-Man
234. Mulan
235. Mystical Ninja Starring Goemon
236. NBA Jam
237. NBA Jam Tournament Edition
238. NBA Live '96
239. NHL '96
240. Pac-Man
241. Pokémon
242. Ring Rage
243. Street Fighter II
244. Super Mario Land
245. Super Mario Land 2: 6 Golden Coins
246. Super Return of the Jedi
247. Superman
248. Tamagotchi
249. Tetris
250. Tetris Attack
251. Tetris Blast
252. Tetris Plus
253. Tetris 2
254. Turok: Battle of the Binosaurs
255. Wario Blast
256. Wario Land: Super Mario Land 3
257. Wario Land II
258. WWF Raw
259. Zoop

Upcoming Releases & Other Picks

260. Addams Family Pinball (N64)
261. Air Boarder 1.5SA (N64)
262. Andretti Racing (N64)
263. Body Harvest (N64)
264. Buck Bumble (N64)
265. Caesar's Palace (N64)
266. Command & Conquer (N64)
267. Dark Rift 2 Feature Boy
268. Dracula 3-D (N64)
269. Dragon Skeen (N64)
270. Duel Heroes (N64)
271. Earthbound 64 (N64)
272. Earthworm Jim 3-D (N64)
273. Extreme G-2 (N64)
274. Fighting Force (N64)
275. Game & Watch Gallery 2 (Game Boy)
276. Game Boy Camera & Printer
277. Game Boy Color
278. Glover (N64)
279. Golden Nugget (N64)
280. Harrier 2000 (N64)
281. Harvest Moon (N64)
282. Hoops '99 (N64)
283. Hybrid Heaven (N64)
284. Hyper The Time Quest (N64)
285. Jet Force Gemini (N64)
286. Last Legion UX (N64)
287. The Legend of Zelda: Ocarina of Time (N64)
288. Lego Racers (N64)
289. Lode Runner 64 (N64)
290. Looney Tunes Racing (N64)
291. Magic: The Gathering (N64)
292. Mario Paint 64 (N64)
293. Men in Black (Game Boy)
294. Mike's Astro Lanes (N64)
295. MLB Strike Zone '98 (N64)
296. MLBPA Return of the 9th (N64)
297. NASCAR '99 (N64)
298. NBA FastBreak (N64)
299. NBA Jam '99 (N64)
300. NBA Live '99 (N64)
301. Need for Speed (N64)
302. NFL '99 (N64)
303. Nightmare Creatures (N64)
304. Nintendo 64 Disk Drive
305. Nuclear Strike (N64)
306. O.D.T. (N64)
307. Off Road Challenge (N64)
308. Open Battle-3 (N64)
309. Perfect Dark (N64)
310. Pitfall 3-D (Game Boy)
311. Pocket Puzzle Chal'r
312. Pocket Tales (Game Boy)
313. Pokémon Stadium (N64)
314. Quake II (N64)
315. Quest for Camelot (Game Boy)
316. Rampage 2 (N64)
317. Rev Limits (N64)
318. Road Rash (N64)
319. Robotech: Crystal Dreams (N64)
320. Rogue Squadron (N64)
321. Ringrats (N64)
322. Rush 2 (N64)
323. San Francisco Rush (Game Boy)
324. S.C.A.R.S. (N64)
325. Shadowgate (N64)
326. Shadowgate (N64)
327. SimCity 2 Feature Boy
328. Slim Copter (N64)
329. Smurf (N64)
330. South Park (N64)
331. Space Circus (N64)
332. Starcraft (N64)
333. Super Mario RPG 2 (N64)
334. Super Mario 64 2 (N64)
335. Superman (N64)
336. Survivor: Day 1 (N64)
337. Tamagotchi (N64)
338. Tonic Trouble (N64)
339. Top Gear Overdrive (N64)
340. Top Gear Pocket (Game Boy)
341. Twelve Tales: Conker 64 (N64)
342. Ultra Descent (N64)
343. Ultra Soccer (N64)
344. Unreal (N64)
345. Wetrix+ (N64)
346. Wipeout 64 (N64)

Pokémon
Gotta catch 'em all!™

Collect 'em.

Train 'em.

Trade 'em.

Watch 'em spit-roast your best friend.

What could be better than having your very own creature to raise? Okay, how about 150 of them? With Pokémon the idea is to capture, raise and train your own album of Pokémon characters. Each with its own personality and weapons. Then use your Game Boy® Game Link® cable to trade and battle with friends. Collect and train all 150 and you too can become a master Pokémon trainer. And a darn fine chef.

Available 9/30

TARGET

Available 10/4

For a limited time, get this Pokémon Game Boy carrier when you buy Pokémon at Target.

This is a color illustration, not an actual game screen. We know you knew that, but this line makes our lawyers feel better.

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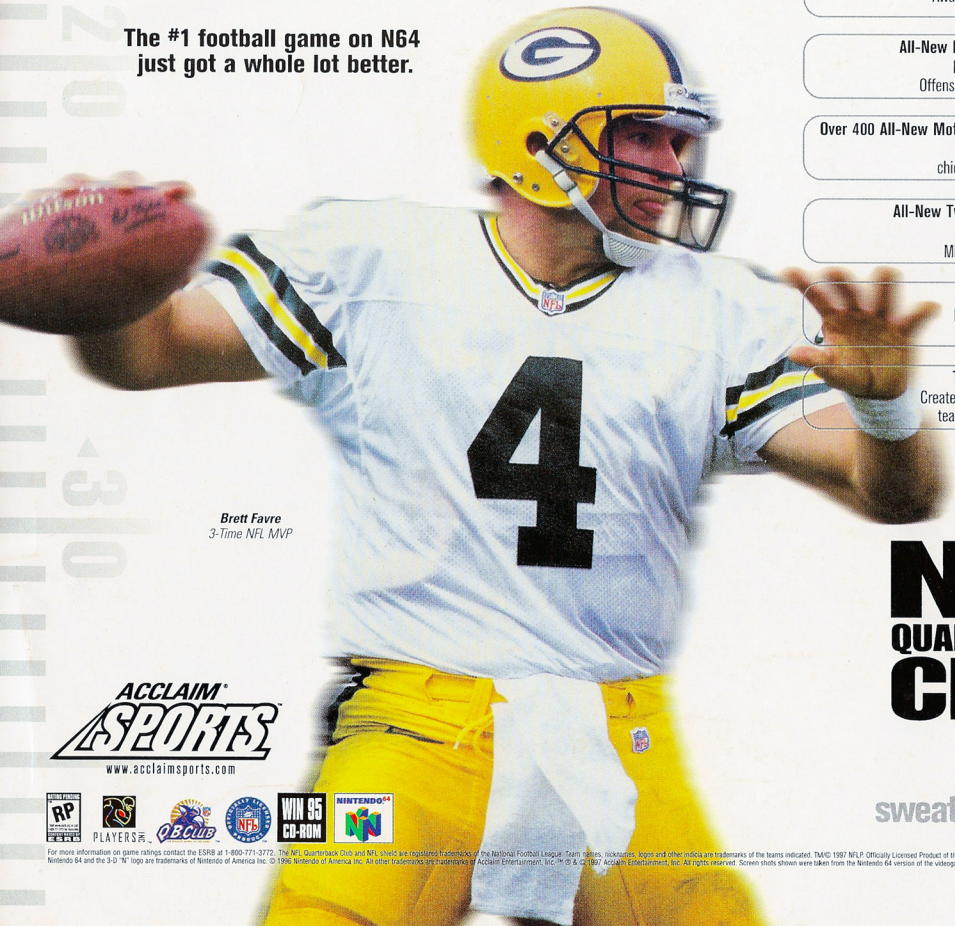
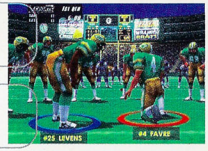
The #1 football game on N64 just got a whole lot better.



Brett Favre
3-Time NFL MVP

Second Generation Technology
Award-winning Hi-Rez™ graphics

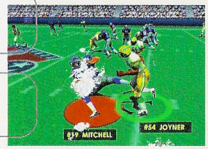


All-New NFL Artificial Intelligence
Developed by New York Jets Offensive Coordinator Charlie Weis

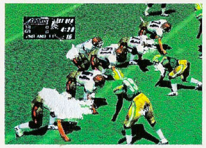
Over 400 All-New Motion-Captured Animations
Player celebrations like the chicken dance and army salute

All-New Two Man Broadcast Booth
Play by play from Mike Patrick and Randy Cross

All-New Passing System
Lightning-quick pass control using the analog joystick



Total Team Management™
Create your own players, coaches, teams, playbooks and uniforms



NFL QUARTERBACK CLUB 99™

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FOX SPORTS COLLEGE HOOPS '99™

COMING SOON TO YOUR N64
FROM FOX SPORTS INTERACTIVE

NINTENDO POWER®

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